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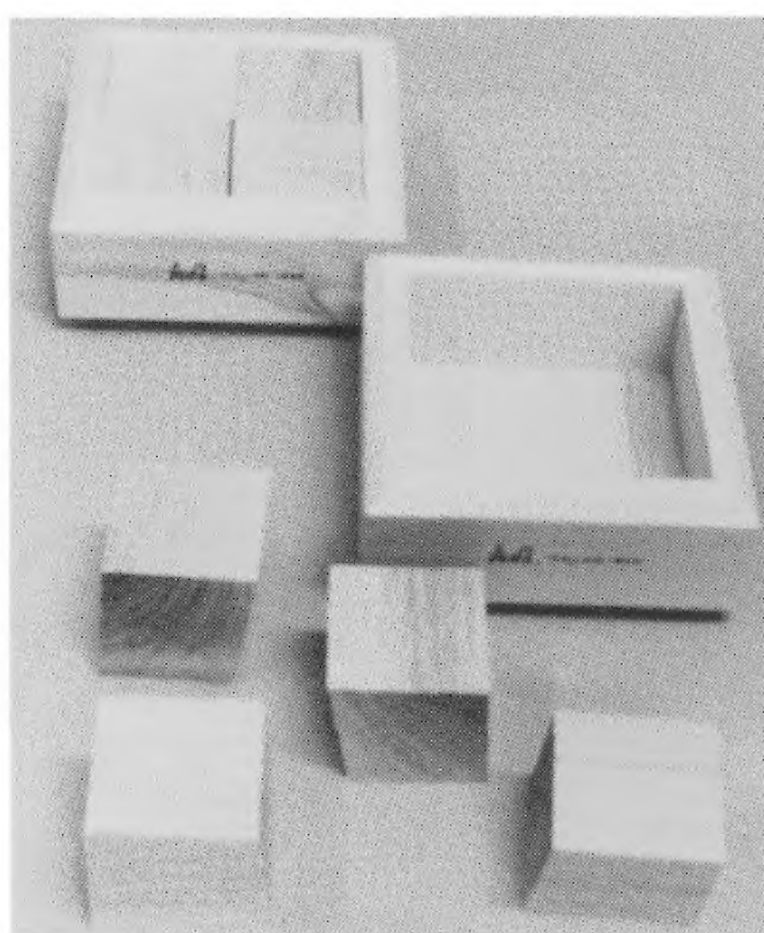
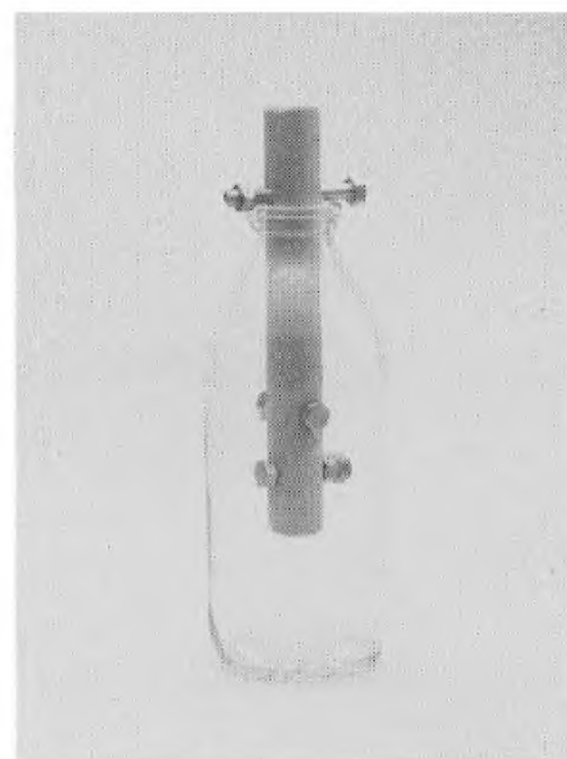
佐藤四郎兵衛忠信



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The Cover: 'Go-Board' Tadanobu

by William Pinckard

Sato Tadanobu's bravery in defense of his lord Yoshitsune, the most celebrated of all the tragic warrior-heroes in Japanese history, is recounted in many tales and ballads of the medieval period. Some of these stories were staged for the first time in the 17th and early 18th century, and one scene in particular made such an impression on the public mind that it became the centerpiece of subsequent dramatizations down to the end of the 20th century and, by a kind of mythic back-formation, gave Tadanobu the nickname by which he was best known to everyone. This scene was that in which Tadanobu, trapped in the house of his mistress, fights off his enemies with a heavy go board. In its many versions by different artists it has become the most common subject among woodblock prints related to go.

Our main source of information concerning the life and career of Yoshitsune is *Gikeiki*, 'The Chronicle of Yoshitsune', compiled in the 15th century from the huge mass of factual and legendary materials having to do with the titanic struggle between the Minamoto and Taira clans three centuries earlier. What this chronicle has to say about 'Go-Board' Tadanobu may be summarized as follows:

Sato Shirobyoe-no-jo Tadanobu was born in 1160 into a high-ranking samurai family. He became one of the most trusted retainers of Yoshitsune, the younger half-brother of the great warlord Minamoto no Yoritomo, the leader of his great clan. Tadanobu's fate was to be inexorably bound up with the rise, decline, and ultimate extinction of his master's fortunes.

Yoshitsune's brilliant military successes against their clan's arch-rivals, the fierce captains and generals of the Taira clan, had helped Yoritomo gain total control of the country. These victories had also brought Yoshitsune into high favor at the imperial court in Kyoto, with the unhappy result that Yoritomo became convinced that Yoshitsune was working up some sort of plot against him.

Early in the winter of 1185, accordingly,

Yoritomo secretly dispatched a small troop of warrior-monks from his headquarters in Kamakura (near modern Tokyo) to Kyoto, where Yoshitsune had established himself with his mistress in the Horikawa mansion, the clan's headquarters in the imperial city, on Rokujo Avenue. The troop, with orders to take Yoshitsune dead or alive, attacked on the night of the 17th of the 10th month. According to the legends, the young hero's mistress, a lovely dancer named Shizuka, gave the alarm and roused the household. Benkei, the swashbuckling monk who was Yoshitsune's lifelong companion (the hero, in his own right, of a separate cycle of legends), almost single-handedly held off the foe until other retainers quartered elsewhere in the city could be alerted.

The attack was a failure, but it frightened the timid court into withdrawing its favor from Yoshitsune, and revealed to him the deadly peril in which he stood from his brother. He left the city about two weeks later with Shizuka, his faithful lieutenants, and a large number of retainers and dependents, intending to find a haven in the western island of Shikoku or Kyushu. They sailed from Danoura, a port near Osaka, but were driven back by a violent storm, which severely damaged their ship and took many lives.

Yoshitsune now abandoned his first plan and determined to look for help in the distant northeast of Honshu, where he had spent much of his boyhood. By this time he and his dwindling band, Tadanobu among them, had been declared outlaws and were becoming the objects of the most extensive manhunt in Japan's history. In order to bypass Kyoto, now swarming with Yoritomo's troops, they were forced to make a difficult detour through the snow-bound mountains of Yoshino. It was necessary to move quickly, so at the urging of his lieutenants Yoshitsune reluctantly parted from Shizuka and sent her home in tears (this episode is the subject of the perennially popular drama *Yoshitsune Sembon-zakura*, 'Yoshitsune and the Thousand Cherry Trees').

On the following day they were discovered and attacked by a band of blood-thirsty monks from Zao Gongen, one of the great temples of Yoshino. Tadanobu heroically rose to the occasion. He put on Yoshitsune's armor to deceive the enemy, and accepted the gift of Yoshitsune's favorite sword. Then, with a handful of loyal comrades, he fought a delaying action until the others had got safely away through the snow. His companions fell one by one, and he expected to be cut down as well, but after a number of hair-raising encounters with the foe he managed to escape.

Weary and dispirited, Tadanobu arrived back at the outskirts of Kyoto on the 23rd day of the 12th month and sought refuge in the house of his mistress. This woman's name is given as Kaya in the 'Chronicle' but as Oguruma in some woodblock prints. (Kaya, by the way, is the name of the wood from which the best go boards are made.) His intention was to lie low while casting about for news of his lord's fate. Her father, with whom she lived, received Tadanobu kindly, but in Tadanobu's absence Kaya had transferred her affections to another warrior, a man called Kajiwara, who had much brighter prospects. On the 5th day of the 1st month of the following year (1186) she invited Kajiwara to her house and tried to persuade him to get Tadanobu arrested. Kajiwara was a loyal vassal of Yoritomo, but the woman's treachery horrified him. He turned down her request and went away, leaving her seething with resentment.

That same evening she plied the unsuspecting Tadanobu with wine, and when he fell asleep she slipped out of the house and reported his presence to the authorities. Soon an armed commandery arrived and surrounded the house. The *Chronicle* describes how Tadanobu woke in the nick of time, fought his way out of the trap and over the rooftops, and made his way back to the Horikawa mansion, now a desolate ruin. Yoritomo's men found him there early the next morning. After a long, violent and bloody struggle, the badly wounded Tadanobu cut his belly open and fell forward from an upper balcony with the point of his sword in his mouth.

Sato Tadanobu is thus the very type of tragic hero, along with his master Yoshitsune,

whom the Japanese have always held in the highest esteem: bold, single-minded, utterly loyal, betrayed by implacable circumstance, and in the end expiring without complaint in the face of hopeless odds. As for Kaya, she is said to have gone to Yoritomo's headquarters in Kamakura to seek a reward, but was put to death instead for her trouble.

In another version of the story Tadanobu is taking a bath when Kaya slips away to alert the enemy troops. Hearing the commotion they make he snatches up a kimono, tying it with a sash, and rushes out to find that she has taken the precaution of hiding his sword. He picks up the first weapon that comes to hand — it happens to be a go board — and scatters his opponents with it. According to the *Chronicle*, Tadanobu also bathed in the Zao Gongen Temple while hiding from the warrior monks. A go board would not have been at all out of place in such surroundings. Thus it is not always possible in early prints to be sure where the artist is intending to locate the episode he depicts. The notion of a treacherous mistress and a bottle of sake or a hot bath in Kyoto does strike the note of being an embellishment on an older theme.

Prints of Tadanobu are of two main types. The earlier type shows him in chain-mail with one or more swords stuck into his sash. These seem to be illustrations derived from his fight around the Zao Gongen Temple in Yoshino. Evidence for this is a small black-and-white woodcut in a kabuki chronicle published about 1750. It depicts a scene from the play *Yoshino Shizuka Goban Tadanobu* and shows Tadanobu crushing Kakuhan, the leader of the warrior monks. Another woodcut from the same chronicle of a scene from *Goban Tadanobu* shows the hero similarly accoutered and striking an extremely effective pose with a board.

The second type of print, which became common in the 19th century, is laid in the house of Tadanobu's mistress in the outskirts of Kyoto. In these prints Tadanobu is unarmed, barefooted, and dressed carelessly as if he just emerged from a bath.

The print on the cover of this issue (belonging to the second type) is a triptych by Kuniteru published in 1886.

(Print from the Ishi Press collection)

CONTENTS

Go World News	4
The 2nd International Amateur Pair Go Tournament: NKB Cup	9
The 3rd Fujitsu Cup: Semifinals	12
Rin v. Kobayashi Koichi	12
Nie v. Cho Hun-hyun	15
Kobayashi Triumphs Again in Japan-China Meijin Playoff	20
Game One	20
Game Two	26
1990: Prizes and Statistics	29
Tournament Go 1990	31
15th Gosei Title, Game Three	31
38th Oza Title, Game Five	34
16th Tengen Title, Game Four	37
9th Women's Honinbo Title, Game Three	41
The Gateway to a Professional Career	46
Efficiency (1)	52
All About the Two-Step Hane (3)	56
Go Topics, Go Trivia	64

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Go World News



At the reception for the 4th Fujitsu Cup: Rin Kaiho, Lee Changho, Viktor Bogdanov, Takemiya Masaki, Michael Redmond. Of this group, only Redmond survived to the quarterfinals.

International News

Favourites Fall in 4th Fujitsu Cup

The names missing from the pairings for the quarterfinals in the 4th Fujitsu Cup tell the story:

Cho Chikun v. Ma Xiaochun
Michael Redmond v. O Rissei
Kobayashi Koichi v. Suh Bongseo
Ishida Yoshio v. Qian Yuping.

Once again we have seen a tournament full of upsets, with world champions and past winners being eliminated early in the tournament. Takemiya bowed out in the first round, losing to Ma of China. In the second round Cho Hun-hyun of Korea suffered an upset loss at the hands of O Rissei, who was playing for Japan; China's number one, Nie Weiping, was eliminated by Korea's perennial number two (until the rise of Lee Changho, that is), Suh Beongseo; and last year's champion, Rin Kaiho, lost to Qian of China, making this the

first time he has failed to reach the final.

On paper, it looks as if Kobayashi Koichi has his best chance of taking the championship, but the winner of the game between Cho and Ma will also be very much in the running. A dark horse may be Ishida Yoshio, who has shown his skill in international tournaments by winning the 1st IBM Cup.

This year the tournament was not enlivened by the presence of Korean-American Jimmy Cha, as he lost to Michael Redmond in the final of the U.S. qualifying tournament. Thanks to Jimmy, the U.S. has twice been seeded into the second round, quite an honour for one of the newer go-playing countries. Michael showed his gratitude by ensuring that the U.S. is seeded next year as well. He managed this by defeating Perng of Chinese Taipei in the second round.

Full results follow:

Round 1. Yoo (Korea) defeated Viktor Bogdanov (Europe), Ma d. Takemiya, O Rissei d. Liu Xiaoguang (China), Perng d. Wang Sen

Feng (South America), Chen Xinlin (China) d. Yamashiro (Japan), Suh d. Sonoda Yuichi (Japan), Ishida d. Cao Dayuan (China), Qian d. Hane Yasumasa (Japan). [Note: Cao is the player whose name we have been mistakenly giving as Tsao.]

Round 2. Cho Chikun d. Yoo, Ma d. Lee Changho (Korea), O Rissei d. Cho Hun-hyun, Redmond d. Perng, Kobayashi d. Chen, Suh d. Nie, Ishida d. Chen (Chinese Taipei), Qian d. Rin.

The quarterfinals will be played in Beijing on 1 June. We plan to present some games from the early rounds in our next issue.

Korean Players Do Well in 3rd Tong Yang Securities Cup

Three Korean players have reached the semifinals of the World Baduk Go Championship Tong Yang Securities Cup, an international tournament sponsored by a Korean company. They are joined by the Chinese Taipei representative, but actually one of the Korean players and the Chinese Taipei player are members of the Nihon Ki-in. They are Cho Chikun and Rin Kaiho. In the best-of-three semifinals, scheduled for 14 to 18 June, Cho will be matched against Rin and Cho Hun-hyun of Korea will play his disciple Lee Chang-ho.

In the quarterfinals, held in Seoul on 14 April, Cho Hun-hyun took revenge for his loss in the semifinal of last year's Fujitsu Cup by defeating Nie Weiping of China. Lee disposed of another top Chinese player, Qian Yuping. The two Japanese players remaining in the tournament, Awaji Shuzo and Kataoka Satoshi, were eliminated by Rin and Cho Chikun respectively.

First prize in this tournament is 50 million won (about ¥10,000,000 or about \$74,000), and the final will be a best-of-five.

Yoda Defeats Lee in Best-of-Five

Yoda Norimoto 8-dan has triumphed in a special best-of-five match between the top young players of Japan and Korea. After splitting the first two games, played in Seoul, Yoda wrapped up the series with straight wins when it was continued in Tokyo. Lee came up with a new move in a joseki in the third game, but he failed to do himself justice in Tokyo be-

cause of uncharacteristic misreadings.

This is unlikely to be the last clash between these two players. To put Yoda's victory in perspective, it should be remembered that he has ten years on the 15-year-old Lee, who holds three Korean titles.

The results:

Game 1 (2 February). Yoda (W) by 2 1/2 points.

Game 2 (4 February). Lee (W) by 4 1/2 points.

Game 3 (26 March). Yoda (W) by 2 1/2 points.

Game 4 (28 March). Yoda (B) by resig.

China's Good Start in 6th Super Go

Yet again China has made the better start in the Japan-China Super Go series by winning the first two games. To date Japan has only managed to win one series, and if it is going to do better this time it will need another major contribution from its third batter, Yoda Norimoto, who did most of the hard work in winning the 4th series for Japan (he beat six of the seven players on the Chinese team).

The hero for China in this series is Zheng Hong 7-dan, who was making his debut in the Super Go. The 23-year-old Zheng scored a good win over Komatsu Hideki 7-dan on 22 March, then pulled off an upset half-point win against Ogata Masaki 7-dan on 24 March (both games were played in Beijing).

Like the 5th series, there are eight players on each team. At the suggestion of the Chinese side, both teams fielded some new players. However, Komatsu and Ogata may prefer to forget their debut in the Super Go.

The Chinese held a qualifying tournament for eight top players under 9-dan to compete for three places on their team. Liao Guiyong 7-dan and Liang Weitang 7-dan shared first place, and Zheng came third (he also took third place in the 1990 Chinese individual championship).

Other members of the teams are:

Japan: Kataoka, Awaji, Kobayashi Satoru, Hane, and Kato;

China: Zhang Wendong 7-dan, Chen Xinlin 8-dan, Yu Bin 8-dan, Qian Yuping 9-dan, and Nie.

News from Japan

Kobayashi Defends Kisei Title

Kobayashi has defeated Kato Masao 4-3 in the 15th Kisei title, thus winning his sixth Kisei

title in a row and equalling Fujisawa Shuko's record. However, although Kato is supposed to have been in a slump for the last couple of years, this was Kobayashi's toughest title defence so far — his four previous defences were all accomplished by 4-1 margins. Kato started by taking the lead, then in the third and fifth games Kobayashi went ahead. In the sixth game Kato managed to keep his chances alive with a half-point upset win, making this the first Kisei series to go the full distance since Cho beat Takemiya in 1985. The conclusion of the match was a little ironical. Kobayashi had actually played better than Kato in a couple of the games he had lost, but in the 7th game it was the other way around: Kato had the better position but allowed Kobayashi to upset his lead in the endgame. That meant that on his third challenge for the Kisei title Kato was again unsuccessful.

Full results:

Game 1 (18, 19 Jan.). Kato (B) by 1 1/2 points.
Game 2 (30, 31 Jan.). Kobayashi (B) by 1 1/2 points.
Game 3 (6, 7 Feb.). Kobayashi (W) by resig.
Game 4 (20, 21 Feb.). Kato (W) by 5 1/2 points.
Game 5 (27, 28 Feb.). Kobayashi (W) by 5 1/2 points.
Game 6 (13, 14 March). Kato (W) by 1/2 point.
Game 7 (19, 20 March). Kobayashi (W) by 4 1/2 points.

Takemiya Defends Judan Title

After taking his first best-of-five title ever last year, Takemiya showed unwonted tenacity in defending it this year. Despite falling behind twice in the title match, he hung on grimly and finally triumphed over the challenger, former Judan title-holder Cho Chikun. Like last year's encounter between these two, the Judan title match provided some of the most interesting go to be seen on the tournament scene; at times it almost appeared that the players were deliberately emphasizing the contrast between their playing styles. The most spectacular game of the series was the third, in which an unusual joseki variation started a massive fight right at the outset. We hope to be able to present some of these games in later issues.

Full results:

Game 1 (14 March). Cho (B) won by 2 1/2

points.

Game 2 (28 March). Takemiya (B) won by resig.
Game 3 (4 April). Cho (B) won by 3 1/2 points.
Game 4 (18 April). Takemiya (B) won by resig.
Game 5 (25 April). Takemiya (W) won by resig.

46th Honinbo Title: Rematch between Cho and Kobayashi Koichi

In his final game in the current Honinbo league, played on 18 April, Kobayashi Koichi came from behind to score an upset win by half a point against Yoda Norimoto. This earned him another crack at the sole remaining big title he hasn't won so far, the Honinbo. Last year he was frustrated by Cho Chikun's back-to-the-wall fightback after he had taken a 3-1 lead over Cho Chikun. If Kobayashi can pull it off this year, he will become the second player (after Cho, of course) to hold the big three simultaneously.

Kobayashi seemed to be running away with the league race: after five rounds he was two wins ahead of the field, something one doesn't often see in the tightly contested seven-round Honinbo league. However, he stumbled in the 6th round, losing by half a point to Rin Kaiho on 28 March. That meant that if he lost his last game Rin had the chance of a playoff (Kataoka finished with the same score as Rin, but only the two higher-ranked players qualify for a playoff). Because Rin played his last game before Kobayashi, the latter knew he had to beat Yoda or face Rin, a player who has been a bit of a nemesis for him, in a playoff. Yoda was one of the two players who beat him in the previous Honinbo league and he looked like repeating the feat this year, for he got off to a good start. He maintained his lead well into the endgame, making a playoff seem inevitable (Yoda himself had nothing at stake, as a win wouldn't keep him his league place), but then he started going wrong, letting Kobayashi upset what other players estimated as a lead of 1 1/2 or 2 1/2 points.

16th Meijin League

The current Meijin league provides a marked contrast between the fortunes of two former Meijins participating in it: Rin Kaiho has started off with four straight wins, Otake with five straight losses. Apart from Otake,

46th Honinbo League Title-holder: Cho Chikun

Rank	Player	KK	O	S	R	A	KS	Y	KH	Score	Place
1	Kobayashi K.	—	1	1	0	1	1	1	1	6 — 1	1
2	Otake	0	—	1	1	1	0	1	0	4 — 3	4
3	Sakata	0	0	—	0	0	0	1	0	1 — 6	—
4	Rin Kaiho	1	0	1	—	1	0	1	1	5 — 2	2
5	Awaji	0	0	1	0	—	0	1	0	2 — 5	—
5	Kataoka S.	0	1	1	1	1	—	0	1	5 — 2	3
5	Yoda	0	0	0	0	0	1	—	1	2 — 5	—
5	Komatsu H.	0	1	1	0	1	0	0	—	3 — 4	—

Note: The players are ranked according to their results in the previous league.

everyone else has at least two wins, including league newcomer Mimura 5-dan, who pulled Yoda out of the joint lead.

Death of Hoshino 9-dan

We regret to have to report the death of Hoshino Toshi 9-dan on 22 February at the age of 72. Hoshino's only title was the 10th Prime Minister's Cup in 1966, but he played in the Honinbo league in 1970 and the Meijin league in 1972. He became a shodan in 1939 and reached 9-dan in 1977. He retired in 1984. Hoshino was respected for his solid, powerful style. He was also well known for his colorful personality. *Tales of Men Crazy about Go* in GW50 describes the trials he went through in the professional qualifying tournament and as

a soldier in Manchuria. Hoshino lived in the country and was nicknamed 'the lord of Koshu'. He used to ride a horse to the station when he had to come into Tokyo and one of his pastimes was catching vipers bare-handed.

Fujisawa Kazunari, son of Shuko and a Nihon Ki-in director, relates that when he went to visit Hoshino in hospital shortly before his death Hoshino told him that he had dreamt he was playing a game with Kageyama Toshiro (who died last year) and that the *chosei* (eternal life) position came up.

Sugiuchi Wins 3rd Women's Meijin Title

Sugiuchi Kazuko 8-dan, the top-ranked woman player in Japan, has won her first Women's Meijin title by defeating the previous

16th Meijin League (as of 20 May 1991) Title-holder: Kobayashi Koichi

Rank	Player	O	T	C	A	R	Y	F	I	M	Score
1	Otake	—	0	0	0	0		0			0 — 5
2	Takemiya	1	—	1	1	0		0			3 — 2
3	Cho Chikun	1	0	—			0		1	1	3 — 2
4	Awaji	1	0		—	0	0		0	1	2 — 4
5	Rin Kaiho	1	1		1	—		1			4 — 0
6	Yoda			1	1		—	1	1	0	4 — 1
7	Fujisawa S.	1	1			0	0	—	0	1	3 — 3
7	Ishii K.			0	1		0	1	—	0	2 — 3
7	Mimura			0	0		1	0	1	—	2 — 3

Note: The players are ranked according to their results in the previous league.

title holder, Aoki Kikuyo 3-dan, in the third game, played on 20 February. This was actually Sugiuchi's first win in a title match since 1956. Her victory drives a wedge into the recent domination of the women's titles by young, low-ranked players.

TV Titles

Yoda Wins 38th NHK Cup

Yoda Norimoto has won his first TV title. After beating Cho Chikun in the quarterfinal and Ishida Yoshio in the semifinal, he prevailed over O Meien 8-dan in the final, held on 25 February. O had beaten Fujisawa Shuko by half a point in the semifinal. This was the first final ever between two 8-dans and two players in their 20s. The last time an 8-dan won the cup was in 1968 (Otake Hideo). First place is worth ¥3,000,000.

Kato Wins 10th NEC Cup

Kato Masao won his first NEC Cup when he defeated Otake Hideo in the final, played on 9 March. The NEC Cup is played before audiences in 12 cities around Japan, and the final, played in Tokyo, is televised. The first prize of ¥10,000,000 is the richest after the big three titles.

O Meien Defeats Younger Brother in 6th NEC New Stars

The NEC New Stars Tournament is a genuine lightning tournament, with a time limit of ten seconds per move. The games are staged as a kind of preliminary event before the NEC Cup games. The final of the 6th tournament was the first ever contested by members of the same family. O Meien 8-dan, who hails from Taiwan, defeated his younger brother Tei Meiko 8-dan (9 March).

Takemiya Wins 13th Kakusei Cup

The Kakusei Cup is another valuable TV tournament, with a first prize of ¥4,500,000. This year it was won, for the first time, by Takemiya Masaki, who defeated five-time winner Otake in the final (18 March).

Komatsu Wins 21st New Stars Tournament

Komatsu Hideki 7-dan defeated Tei Meiko

8-dan in the final of the 21st New Stars Tournament. Komatsu also won the 19th tournament. First prize is worth ¥1,400,000.

1-dan Beats 9-dan

Kurotaki Masanori became the third shodan, and the first male shodan, in the history of the Nihon Ki-in to beat a 9-dan in an even game. His two predecessors were both women: Komatsu (then Ninomiya) Hideko in 1983 (see GW35) and Abe Yumiko, the daughter of Abe Yoshiteru 9-dan, in 1990. The 15-year-old Kurotaki is a former all-Japan elementary school champion who became a professional in April 1990. He beat Kano Yoshinori 9-dan on 18 April in the 2nd preliminary round of the Meijin tournament.

'A Game of Go' Available on CD

Haskell Small's composition *A Game of Go*, a work for two pianos inspired by a game of Shusaku's, is now available, together with seven other pieces by Small, on CD. Entitled *25 Preludes: A Musical Odyssey*, the CD is distributed by Koch International outside America (contact address: 2700 Shames Dr, Westbury, NY 11590, tel. (516) 333-4800). The U.S. supplier is: Northeastern Records, P.O. Box 3589, Saxonville, MA 01701-0605, tel. (508) 820-4440, fax (508) 820-7769.

A Game of Go is a stimulating representation through the medium of two pianos of the course of a game of go, but there is a rich selection of other pieces as well on this 71-minute CD.

News from Korea

Lee Changho Takes Two Titles

Lee Changho 4-dan has taken his tally of current titles to three by defeating his teacher, Cho Hun-hyun 9-dan, 3-2 in the 8th Daewang (Great King) Title. He also defended the 30th Chaigowi (Top Position) title 3-2 against Cho, from whom he took it last year. His other title, the Kuksoo (National Champion), also came from Cho.

More news on page 45

Let's Enjoy the Pair Tournament Together

The 2nd International Amateur Pair Go Championship

This tournament was inaugurated with the holding of the 1st International Go Amateur Pair Tournament in Tokyo on 23 December last year. This year the tournament will be held under the new name of the 2nd International Amateur Pair Go Championship and it will be staged on 24 November 1991 under the auspices of the International Go Federation.

The second tournament will be held on a grander scale, with the number of countries participating to be increased. In the previous issue of this magazine, we gave a report on the first tournament. In this issue we would like to explain the system of the pair tournament a little more fully and the ideas behind it, in the hope of increasing understanding of it among the go fans of the world.

"La-La-La" Planning



A scene from the 1st International Amateur Pair Go Tournament, held in 1990.

The Significance of the Pair Tournament

Go has usually been thought of as a game for two players. Consequently, methods of

play such as the pair system, in which a male and a female player play alternate moves on the same side, have been considered as diversions in which the result was not a serious issue. But we believe that if you actually try out this system you will find that it produces a very interesting game.

Firstly, a different strategy becomes necessary from that in games between individuals. Not only do you have to analyse the moves made by your opponents, you also have to read out the meaning of the moves made by your partner (there is no consultation, of course). The deciding factor in the game will be how effectively you can make the moves of your partner work — this is the big difference from a game played between individuals. Almost without fail in every game you play as a team there will be times when you are perplexed or moved to admiration by your partner's moves. We believe you will find an interest and excitement inconceivable in an individual game. When a one-on-one game becomes a two-on-two game, new elements are added, new themes emerge in the formulation of strategy. In this sense, we believe that the pair tournament opens up a new and fascinating field in go playing and provides a new approach to the game.



Ishida Yoshio: 'Teamwork in a pair tournament is very difficult, . . . but there's also an enjoyment you don't get playing by yourself.'

Secondly, internationalization in various fields can be expected to increase more and more and we believe that developing the pair tournament into an international championship can create a more lively atmosphere in the go world and play a role in promoting international friendship.

Thirdly, and this is our main goal, we believe that if the male-female pair tournament becomes well established it will lead to an increase in the number of women go players. Go does not have a very positive image among most women; it tends to be viewed either as an unexciting game for old people or a difficult game that's hard to learn. However, the popularization of the pair tournament will naturally lead to an increase in the number of women players. It may even give it a trendy image as an 'intellectual sport', though in a rather different sense from golf. At the same time, this may be the short cut to making the game more accessible and popular.

Fourthly, all kinds of pairings are possible — fathers and daughters, mothers and sons, married couples, brothers and sisters, friends — so friendship is promoted and go becomes more of a family game.

For all of these reasons, we would like to see the pair tournament develop into a fixture on the go scene and we will do all we can to see that this comes about. If you approve of our ideals, we hope that you will cooperate with us.

Philosophy of the Pair Tournament

We believe that within international society, the game of go uses black and white stones as an international language and that it is an ideal intellectual sport in which differences of nationality, sex and age are irrelevant.

Based on this standpoint, the goal of the pair tournament is not only to demonstrate the fascination of go as widely as possible by adopting the male-female pair system but also to develop this pair system as a new way of enjoying the game and to provide opportunities for international exchange on a regular, permanent and ever-increasing basis.

It is our hope that eventually the male-female pair tournament will be recognized as a standard form of competition, in the way that mixed doubles is in tennis.



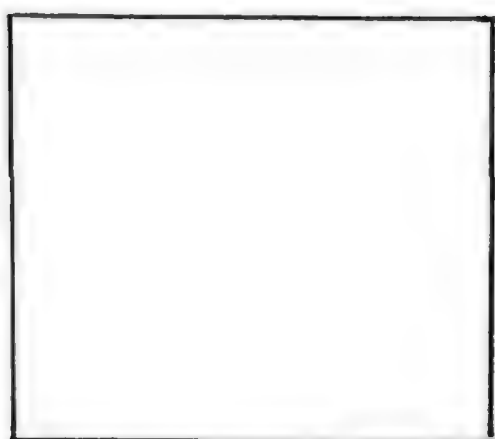
The winning team of Komori and Sogabe in the 1st International Pair Tournament

Let's Try the Pair System!

In the pair system, a team is made up of one male and one female player. Two such teams compete against each other in playing one game.

Seating

female male

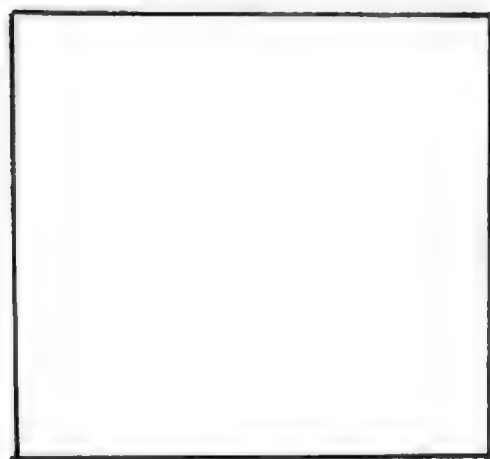


female male

The two female players face each other at one board and the two male players face each other at the next board.

The game

female: move 2 male: move 4



female: move 1 male: move 3

The players on the team with black play alternate moves and likewise for white.

The female player makes the first move.

Tournament clocks are placed next to the female player, who presses the clock after each move made by her team.

When one player makes a move, his/her partner makes that move on his/her board, so that the position on both boards is always the same.

Consultation between teammates is forbidden!

If you give it a try, we are confident you will find that the pair system is an interesting and enjoyable way to play go.

If you have any enquiries, please contact:

Ms. Taki or Ms. Sato
"La-La-La" Kikaku
Shin Kokusai Building
3-4-1 Marunouchi
Chiyoda-ku
Tokyo.
Tel. (03) 3943-3879

The 3rd Fujitsu Cup: Semifinals



Play starts in the semifinal between Rin Kaiho and Kobayashi Koichi.

In this issue we would like to conclude our yearlong survey of the 1990 Fujitsu Cup by looking at both of the semifinals. One was a fine win by Rin Kaiho over Kobayashi Koichi, foreshadowing his triumph in the Tengen title at the end of the year; the other was a tenacious upset win by Nie Weiping over Cho Hun-hyun, giving Nie some revenge for his loss to Cho in the 1st Ing Cup.

Semifinal 1: Rin v. Kobayashi Koichi

White: Kobayashi Koichi

Black: Rin Kaiho

Played in Osaka on 7 July 1990.

Time: 3 hours each. Komi: 5 1/2.

Commentary by Sakaguchi Ryoza 9-dan.

Figure 1 (1–44). Countering thickness

Black 9 is a special strategy. The joseki to 26 gives White profit and Black thickness. Sakaguchi: 'It's interesting to see Rin, who likes territory, go for thickness. He's really pumped up for this game.' Black 27 attempts to make use of this thickness.

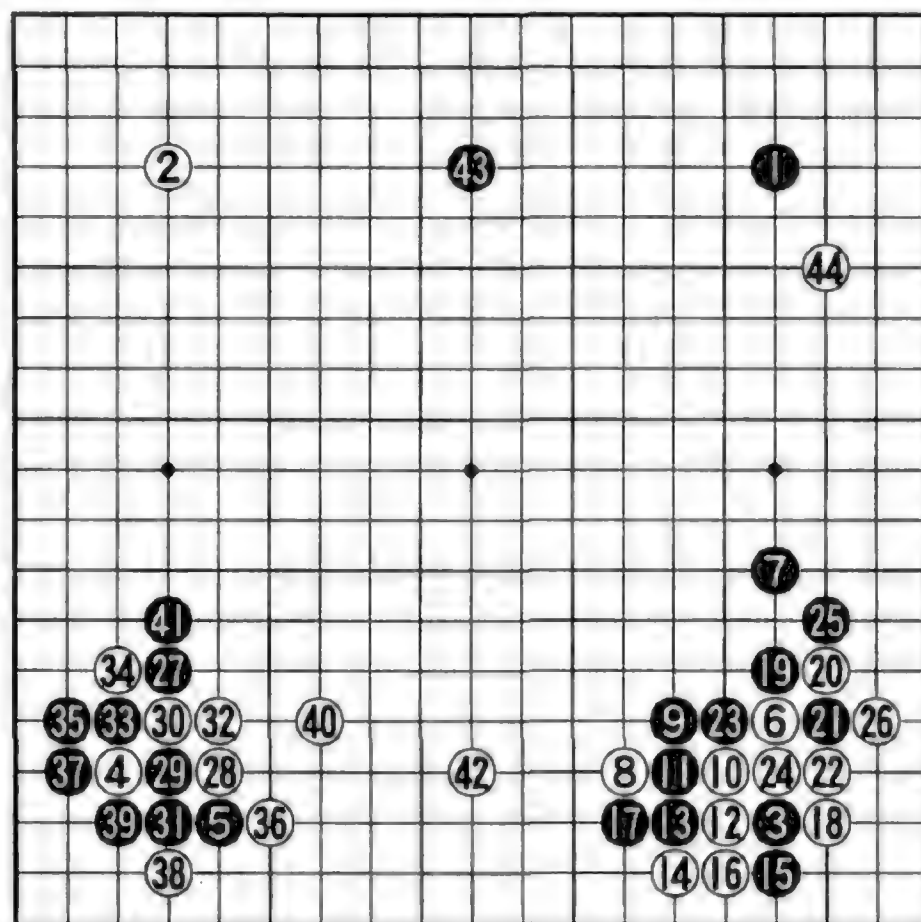
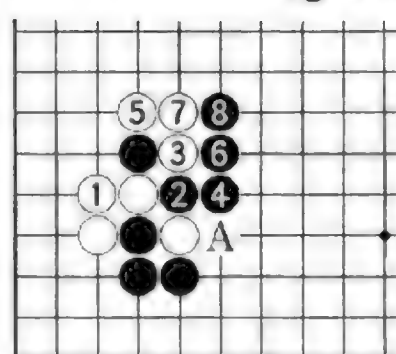
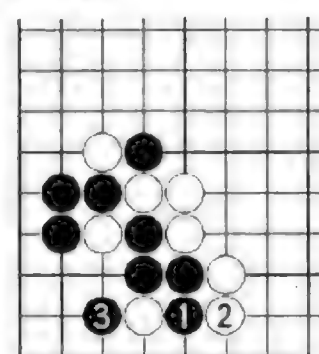


Figure 1 (1–44)



Dia. 1



Dia. 2

White 32 is unusual when the ladder (36 at 41) is unfavourable. The standard move is connecting at 1 in *Dia. 1*, but in this game that is obviously bad, as Black builds up a large moyo with 2 to 8. (White 3 at A is a little unreasonable when Black has a strong position to the right.)

White 38 is a tesuji. If Black plays 39 at 1 in *Dia. 2*, White gains from the extra forcing move at 2.

The result to 42 is a little unfavourable for White in the local context, but he has achieved his aim of nipping Black's moyo in the bud. Both sides are probably satisfied.

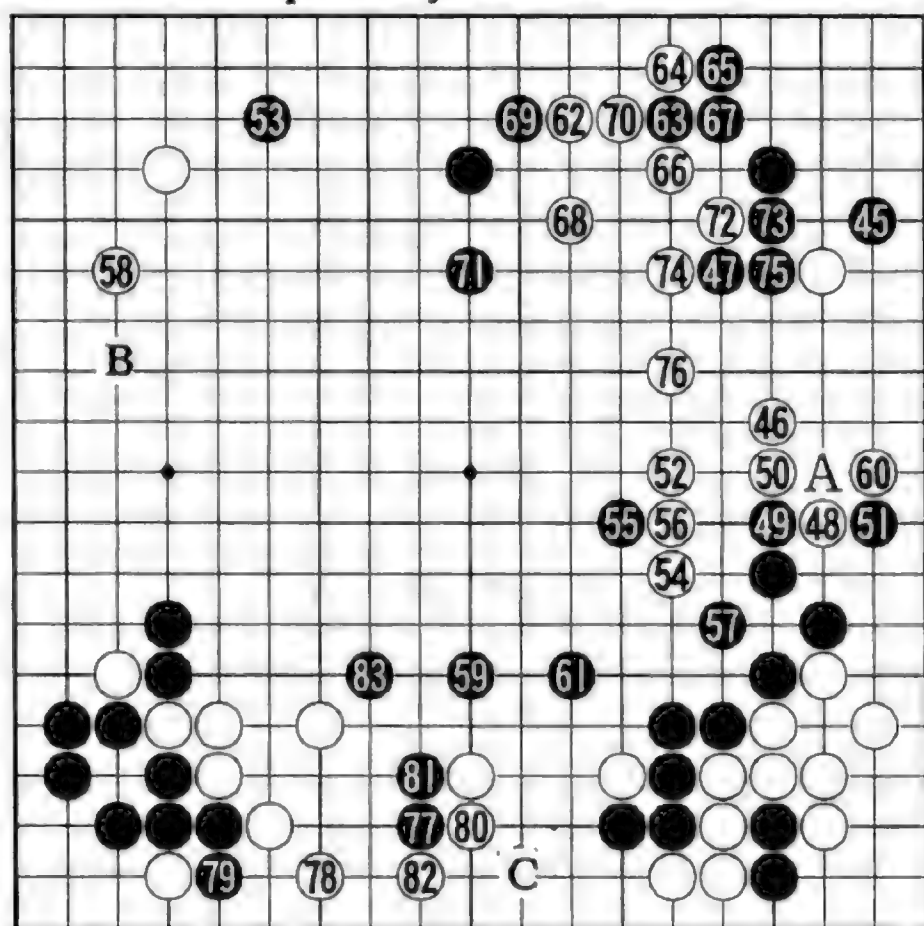
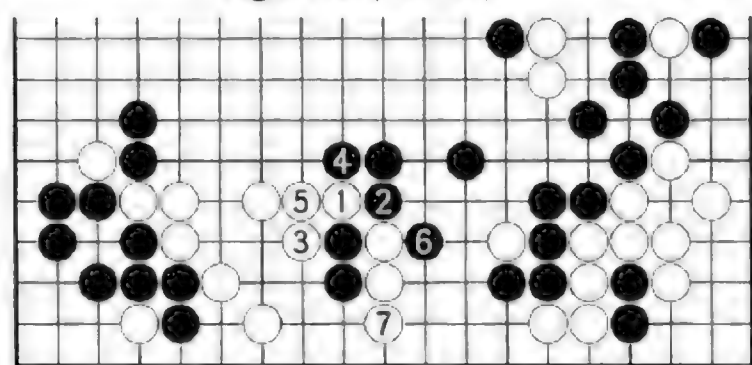


Figure 2 (45-83)



Dia. 3

Figure 2 (45-83). Hidden threats

Black 59. Capturing at A might be better. Black could then aim at attacking the white group.

White 62 is perfectly timed.

White 72 is an example of Kobayashi's *kimeuchi* or settling the shape. Sakaguchi: 'Kobayashi is very good at this kind of position. A move like 72 doesn't readily occur to one, but on this occasion it's good.' White is satisfied when he links up his groups up to 76.

Black 77. A move Rin has been aiming at for some time. Kobayashi has also been expecting it and has the skilful counter of 78 prepared.

White 82. White would not gain by capturing Black with 1 in *Dia. 3*. Black would force with 2 to 6, then switch to B in the figure.

Black 83 is a good move: it aims at attacking with a peep at C and at the 99-101 combination in Figure 3. These threats apply hidden pressure to White.

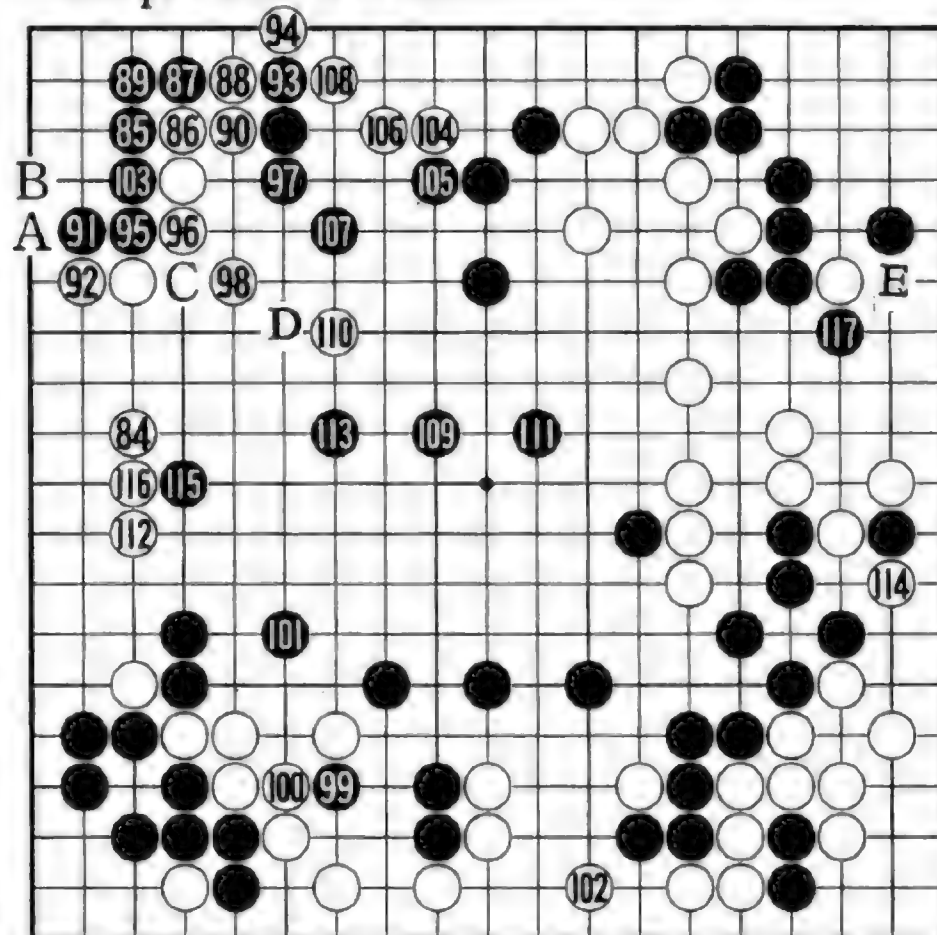
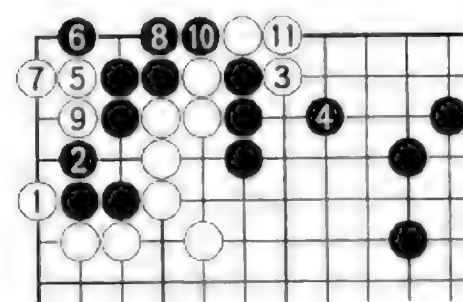


Figure 3 (84-117)



Dia. 4

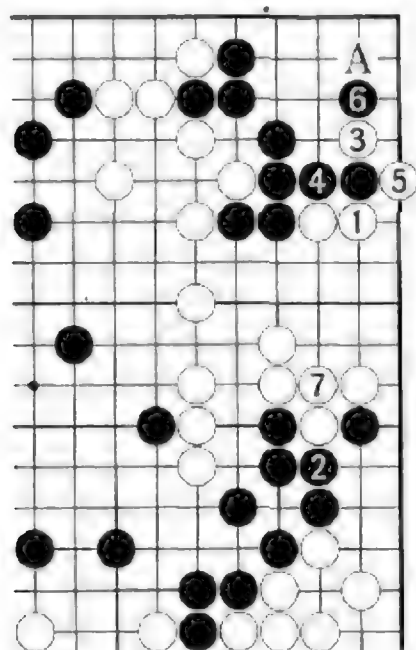
Figure 3 (84-117). Winning and losing moves

Black 97 is aggressive. If White tries to kill the invading group with White A, then after Black 103, White B, Black will cut at C. The fight will be risky for White because of his weak group at the bottom. If White peeps (C in Figure 2), the group at the bottom can't get two eyes, so it would have to run out into the centre, giving Black the chance to set up a double attack. Defending at 98 is therefore wisest. Black has gained by preventing White from making a hane at 97.

Black 103. Sakaguchi: 'If omitted, White has an interesting move.' *Dia. 4*: Because of Black's shortage of liberties, White doesn't have to defend against 8, so the group dies.

Black 109 is a superb move. White must play 110 to forestall Black D, so Black occupies another excellent centre point with 111. Suddenly the centre is looking black. Rin's centre play was much praised by fellow professionals.

Kobayashi regretted White 114, saying that blocking at E was the only move. 'I thought I was a little ahead, so I played solidly, but I was over-optimistic.' If White E, the continuation in *Dia. 5* is likely. Black has to worry about the threat of White A. This way the game would be even, whereas Black pulls ahead with 117.



Dia. 5

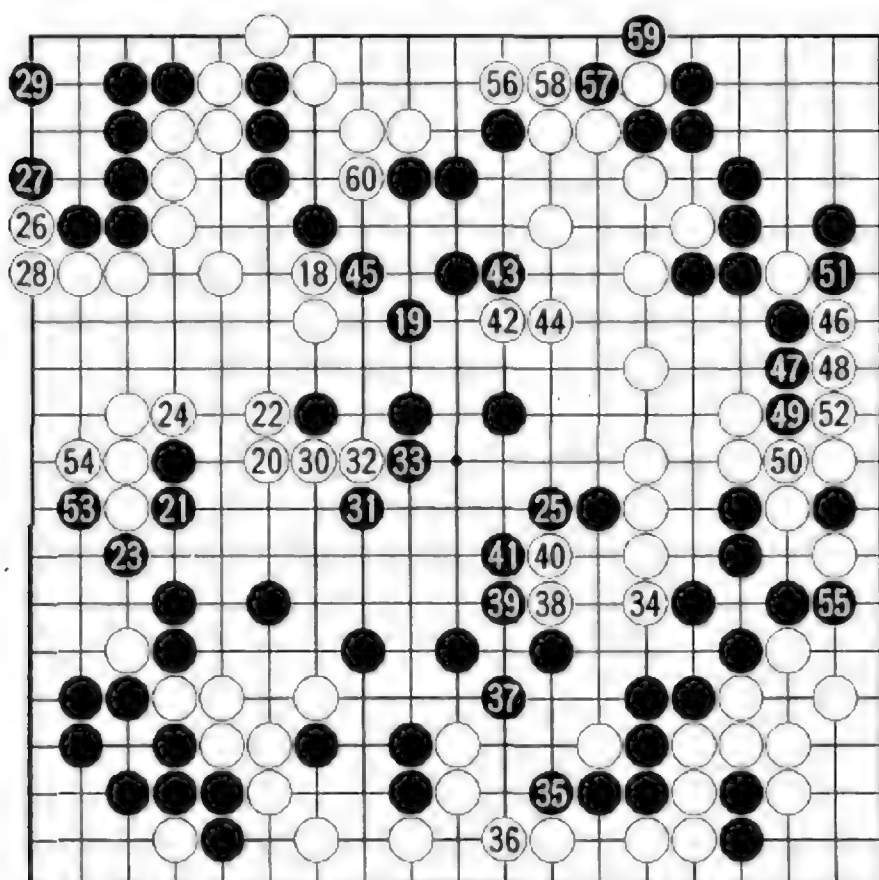


Figure 4 (118-160)

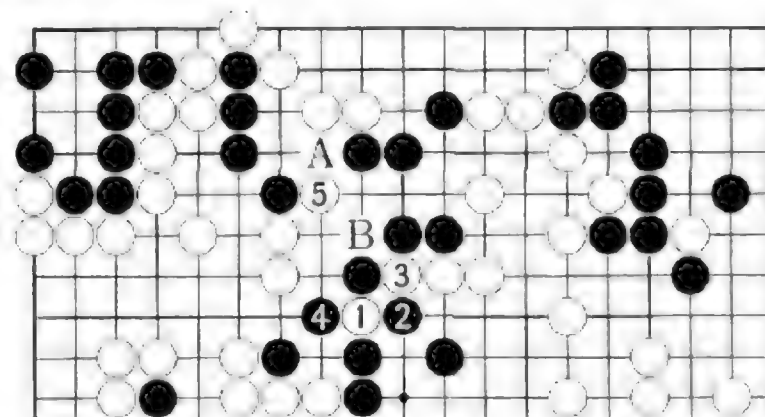
Figure 4 (118-160). Rin leads.

When White plunges in at 20, Black takes compensation for the centre territory he loses with 21 and 23.

Black 45. If omitted, White has the strong

move of 1 in *Dia. 6*. After 2 to 5, White can cut at A or B.

White goes all-out with 46, but Black answers calmly with 47, keeping sente so that he can switch to the last large point, at 55. Black now has a small but definite lead.



Dia. 6

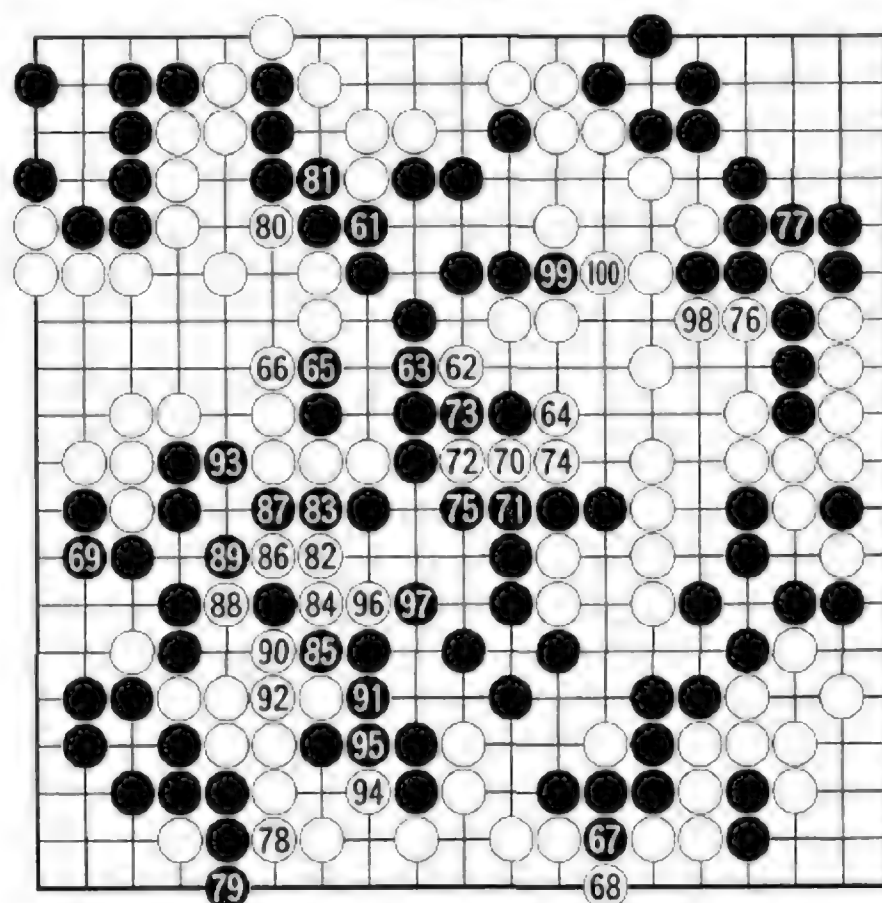


Figure 5 (161-200)

Figure 5 (161-200). Kobayashi misses his last chance.

Apparently Rin's play in the endgame is a little slack (the commentary does not specify which moves), and he gives Kobayashi a chance to make the game close. If White played 88 at 89, the game would become a half-pointer. Once Black plays 89, White no longer has a chance.

Figure 6 (201-263). In the final again

Osaka is lucky for Rin. Every year the Fujitsu semifinals are played there and each time Rin wins his way through to the final.

After beating Japan's number one here, Rin beat China's number one in the final to take his first Fujitsu cup.

Black wins by 2 1/2 points.

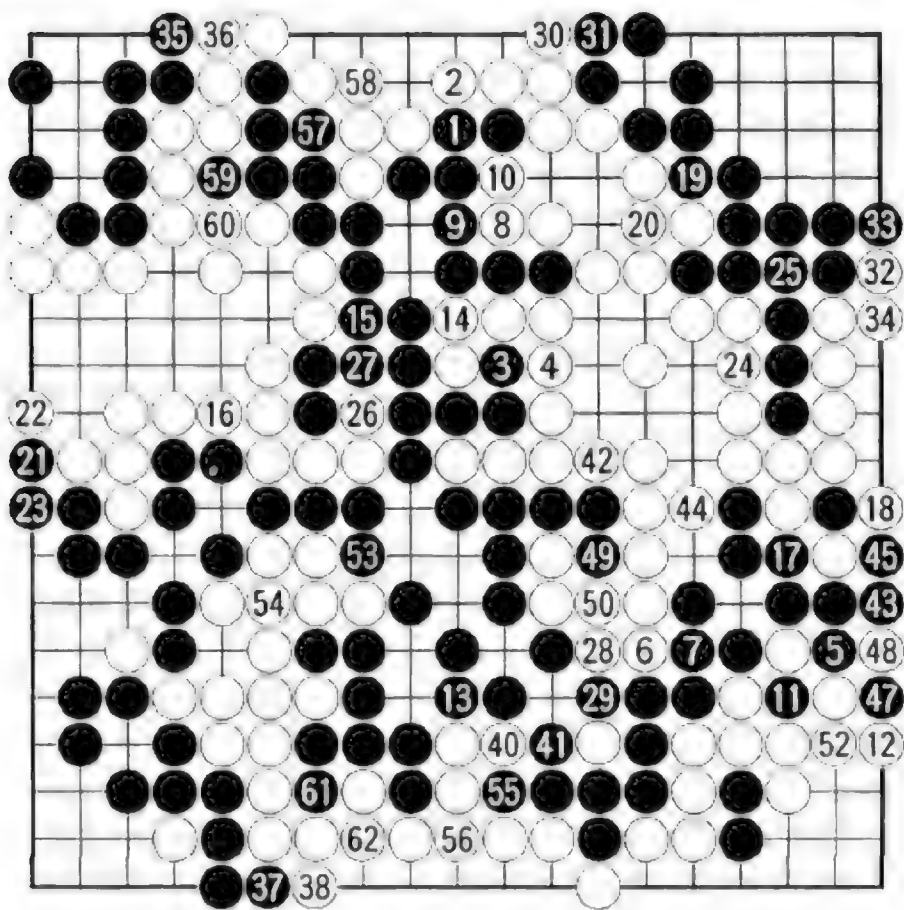


Figure 6 (201–263)

39: connects (above 11); 46: connects (left of 18);
51: ko; 63: connects (at 48)

Semifinal 2: Nie v. Cho Hun-hyun

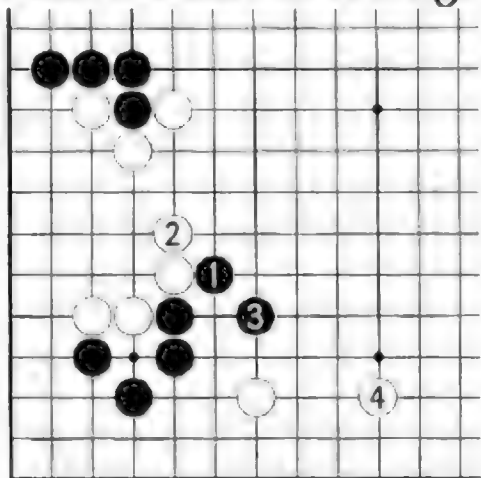
White: Cho Hun-hyun (Korea)

Black: Nie Weiping (China)

Played in Osaka on 7 July 1990.

Commentary by Honda Kunihisa 9-dan.

Nie and Cho have played each other in various places around the world — California (see GW41), China (GW56), and Singapore (GW59), but this was their first clash in Japan. In international games Cho is one win up on Nie, and that win was worth \$400,000, for it won him the 1st Ing Cup. The game that follows was a small measure of revenge for Nie.



Dia. 1

Figure 1 (1–39). Cho's rapid development

Cho develops quickly, as always, with 14 to 20. Nie plays patiently with moves like 15 and 27.

Black 23 avoids giving White the chance to play on both sides as in Dia. 1.

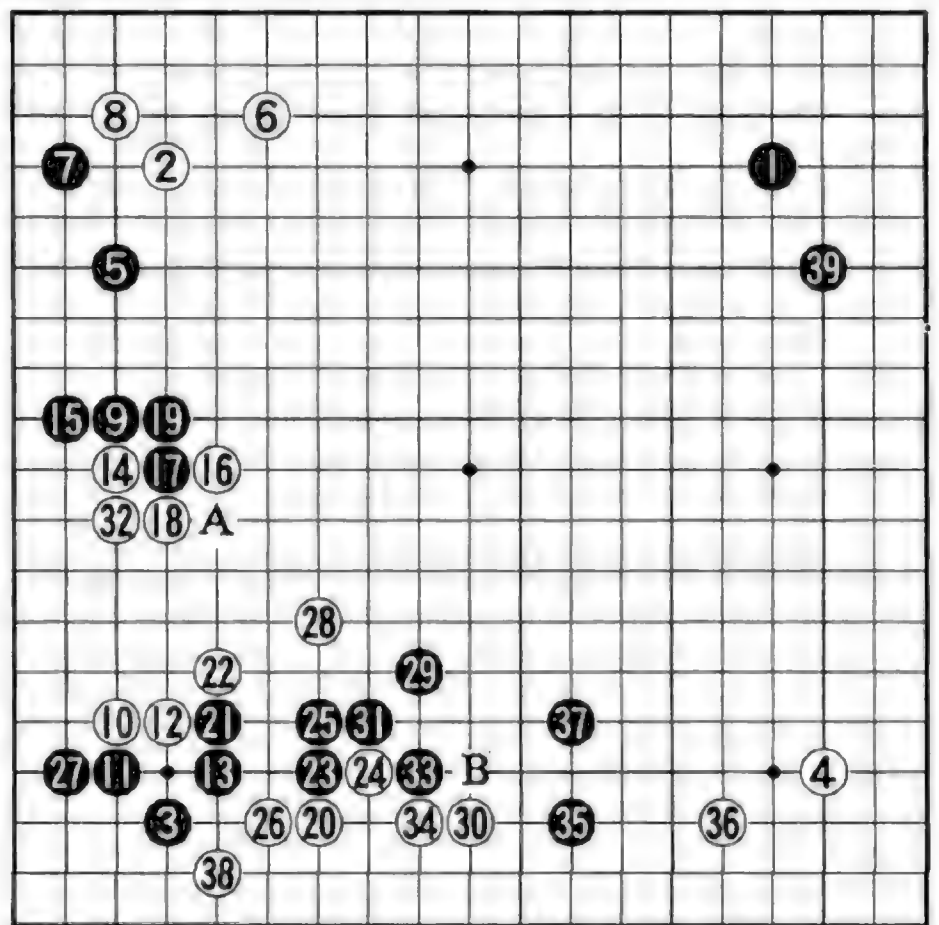


Figure 1 (1–39)

In taking away White's base on the side with 27, Black's aim is actually to attack both white groups, but 28 is a good, light answer. Honda: 'If White uses 28 to connect at A, Black will make a pincer attack at B. Yet if White simply extends to 30, Black will cut at A. White 28 cleverly covers both weak points.'

Cho achieves his aim up to 38, settling both groups, so he is satisfied. The redeeming point for Black is his thickness.



Cho Hun-hyun

Born on 10 March 1953. Studied in Japan as a disciple of Segoe Kensaku from 1963 to 1972. Since returning to Korea, Cho has dominated Korean professional titles.



Cho plays his first move.

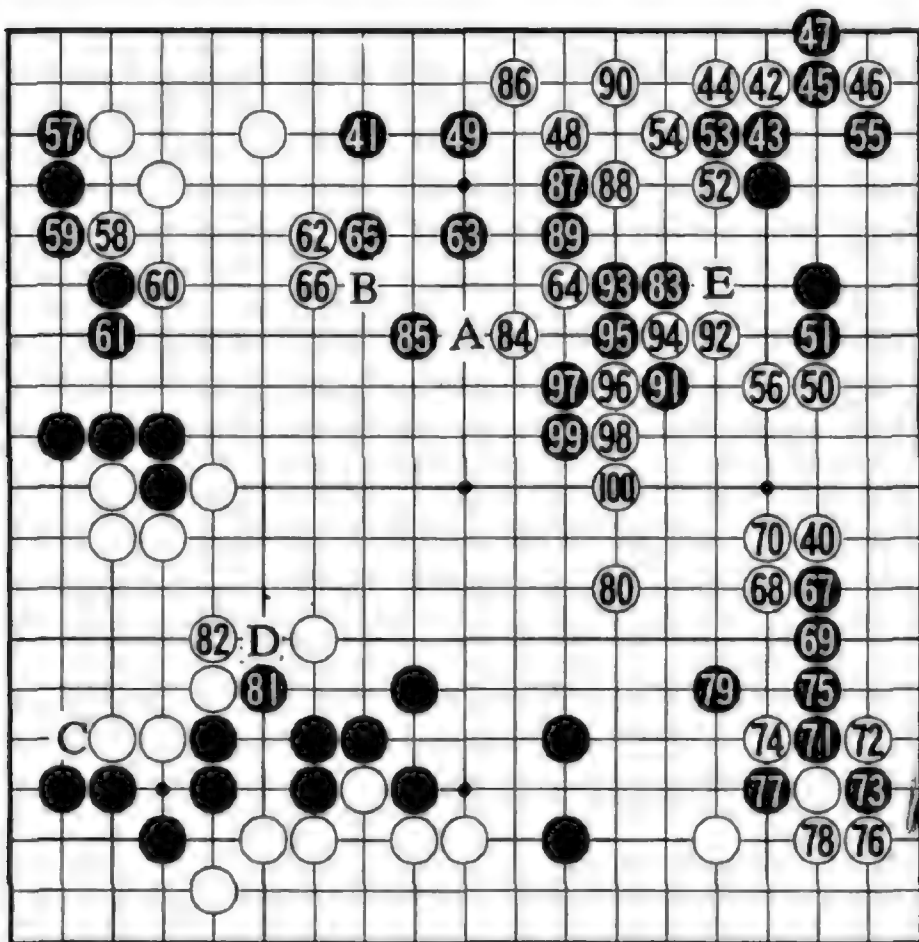


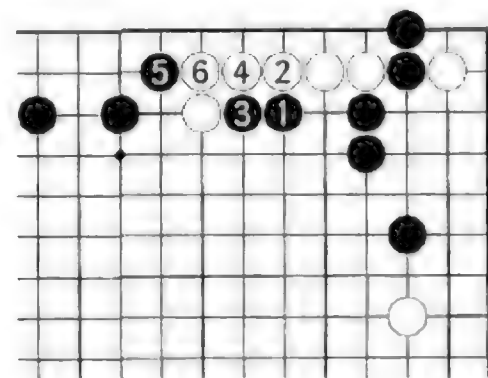
Figure 2 (40-100)

Figure 2 (40-100). Cho ahead

White 40 and Black 41 are miai. The latter move at 53 would be more solid but would have no effect on White.

Burrowing under Black's position with 42 looks good. White again develops rapidly while Black plays patiently with 51. Honda: 'When Black plays 51, it's obvious that White will attack at 52. After the continuation to 56,

the top white group is surprisingly strong. Instead of 51, I would consider attacking at 1 in Dia. 2. I'm not sure how one should play after 6, but at any rate I'd want to make a preemptive attack like this. I hadn't realized that Nie was so patient. I think that after 56 this won't be an easy game for Black if he can't make a strong attack on the white group on the top left.'

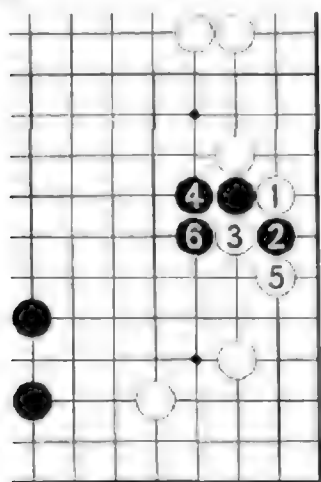


Dia. 2

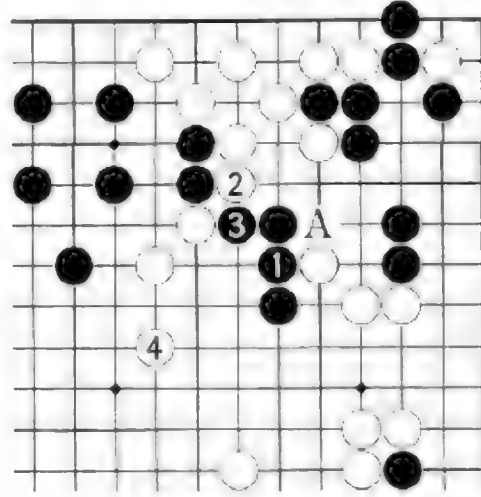
Black 65 also aroused comment, as it helped White to strengthen himself with 66. The usual idea would be to play 65 at A, but 'perhaps Nie didn't like the prospect of White B or he was afraid White might tenuki' (Honda).

The solid moves of 68 and 70 show that White believes he is ahead. Honda: 'A hane underneath at 1 in Dia. 3 is not out of the question, but if White goes too much for territory his positions will become thin, which wouldn't feel good. That's why White plays

on top with 68, as if inviting the opponent to flee.'



Dia. 3



Dia. 4

White 80, aiming at Black's thinness, is not a bad move, but 'simply playing at 86 would have been more clearcut' (Honda). Black seizes the chance to force with 81, then switches to 83. Note that this is the right time to play 81 — if White got a stone at C, he might answer 81 at D.

Black 83 forestalls White E: the game would be lost for Black if White linked up his groups.

When White played 86, most people thought that that White was ahead. That was correct, but the real drama was just about to begin.

Black 87. Making a splitting attack is Black's only chance.

Black 93. If at 1 in *Dia. 4*, White will play 2 and 4. Black will be left with the burden of the cutting point at A, so he prefers to make a trade with 93. Up to 100 Black seems to gain a little, but he is still behind.

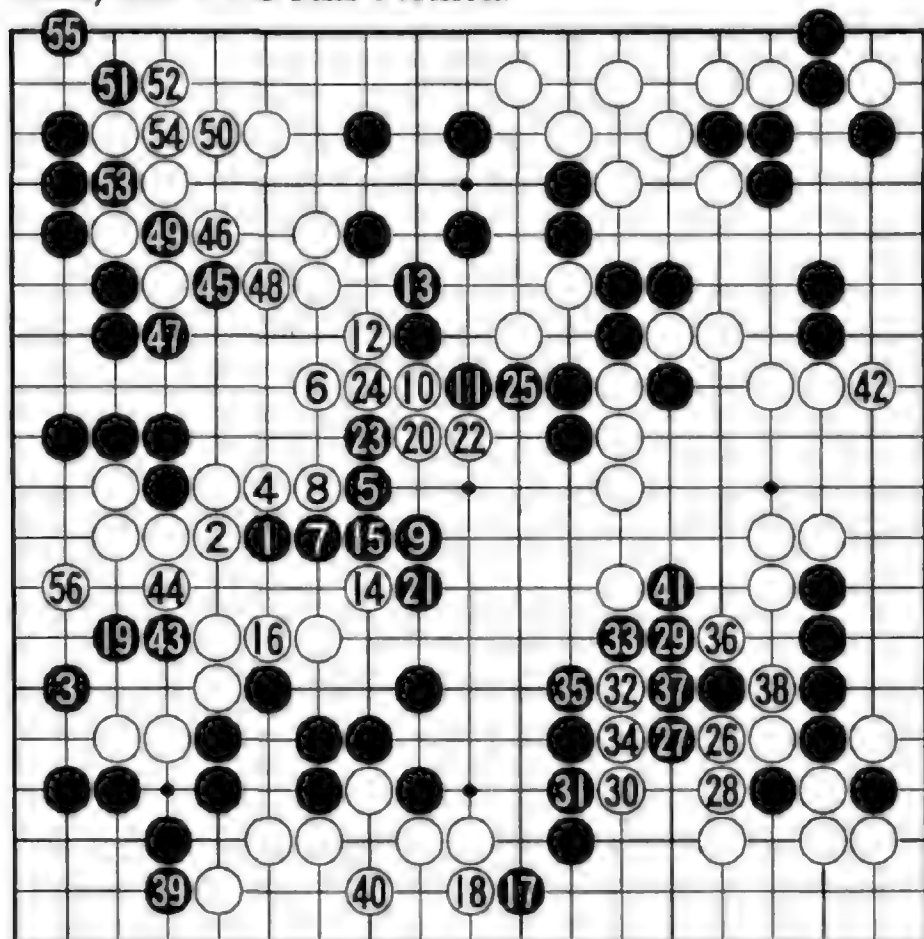


Figure 3 (101-156)

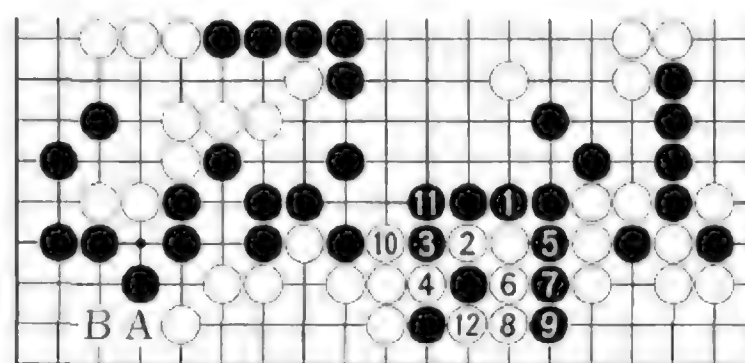
Figure 3 (101-156). Confident of a win

The peep of 1 is crude but effective. If Black played 1 at 3, White would jump to 8; if then Black 1, White wouldn't connect at 2.

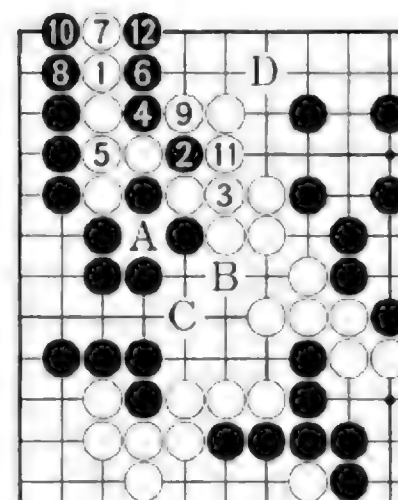
Black 5 continues the attack while preventing the centre two stones from escaping.

When White switches to 26, it's obvious he's ahead.

Black 31, 33. Nie's sacrifice strategy took professionals following the game by surprise. Black would suffer less damage in the sequence in *Dia. 5*, but the fact that he hasn't played the forcing move of A is upsetting for Black. White is left with a big move at B.



Dia. 5



Dia. 6

13: connects

After taking profit up to 38, Cho probably felt more confident than ever in his lead.

White 50. White plays safe because he is ahead, but this is his first misstep. Up to 55 he loses something like five points. Instead of 50, he should have played at 1 in *Dia. 6*. If Black tries to kill him with 2, White will take the ko once but in the end will have to connect at 3. The sequence to 13 follows. If Black now attacks White's eye shape with B, White plays C in sente, then lives with D. That means that at some stage Black will switch elsewhere instead of playing this sequence right through. If White played 1 here he would win. Even 50 at 52 in the figure would be an improvement.

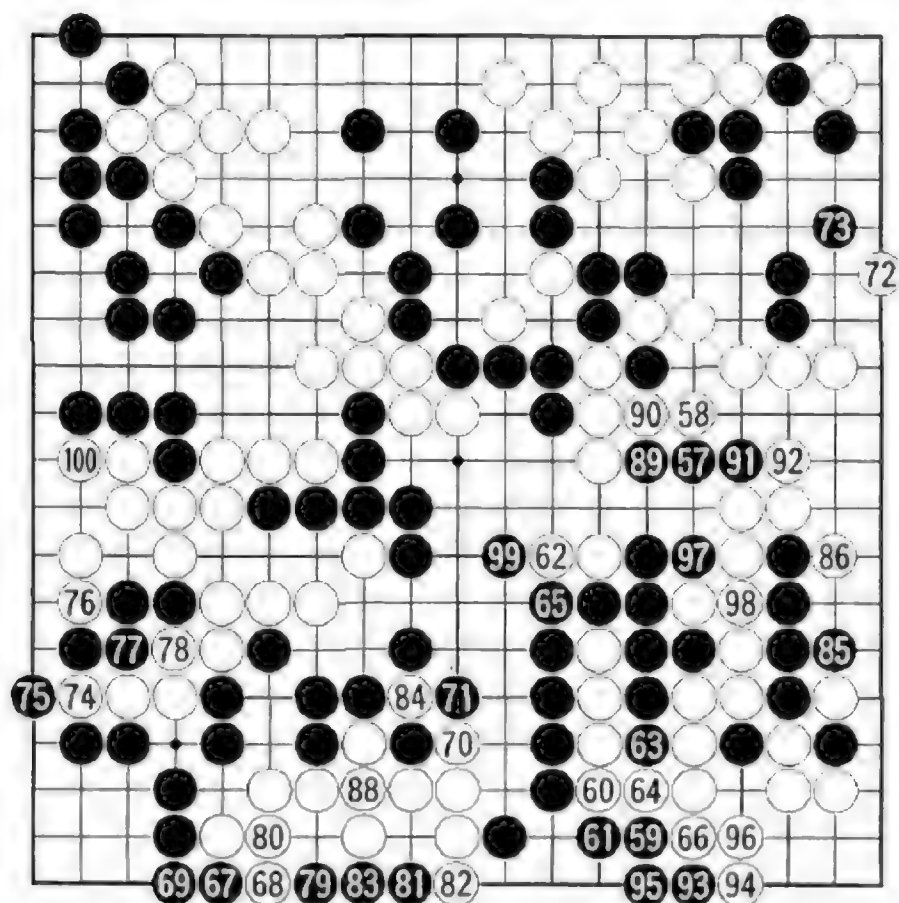


Figure 4 (157-200)
87: ko

Figure 4 (157-200). Getting closer

The game is now very close. After Black gets a sente seki with 79 to 88, the game becomes a half-pointer, though still favourable for White.

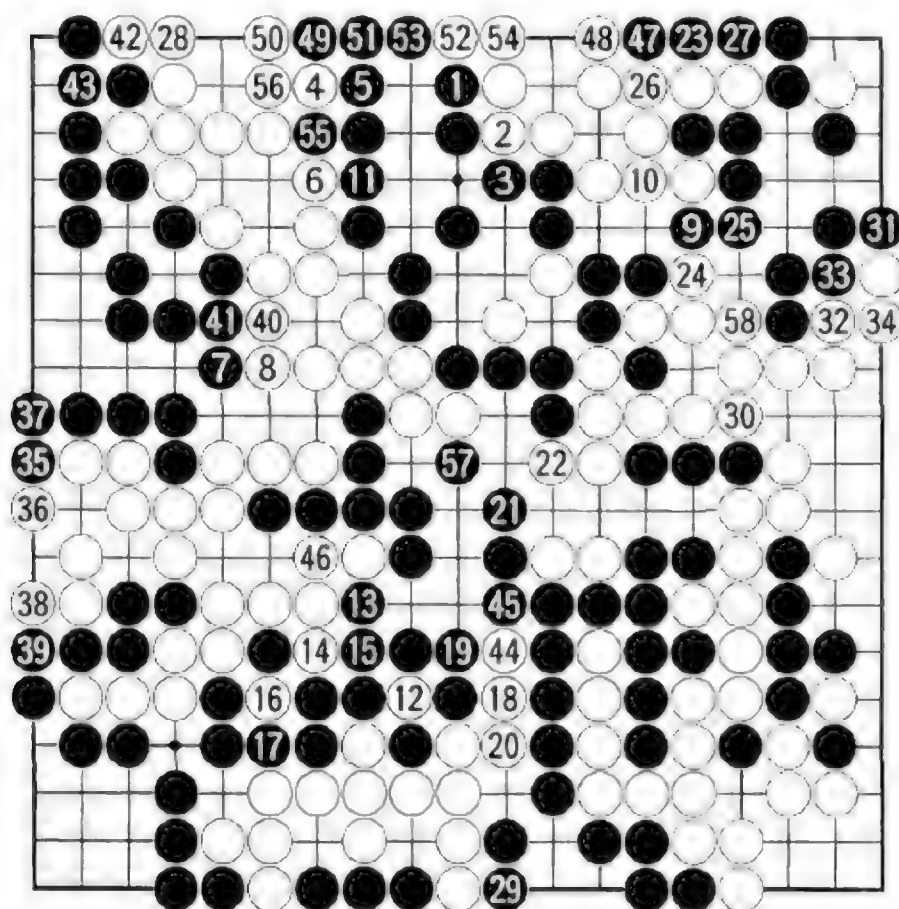


Figure 5 (201-261)
59: ko (left of 14)

60: connects (below 12); 61: connects (at 16).

Figure 5 (201-261). A shock for Cho

Cho seems to have miscalculated the score: his play showed that he hadn't realized the game had got so close. His endgame was a little facile. Finally, with 8, he made the fatal mistake. Honda: 'Pushing through once at 11, fol-

lowed by White 13 after Black blocks, is bigger. It would be a close-run thing, but White would win by half a point.'

White 12. White 13 is bigger: White loses a point.

Losing this game must have been a shock for Cho. Once again he had failed in the Fujitsu Cup (4th place for a world champion is not a success). Nie had to be praised for his perseverance. A 'won' game is not won until the stones are back in the bowl.

Black wins by 1 1/2 points.

(Adapted from the Yomiuri by John Power)



Nie Weiping

Born on 17 August 1952. Became a professional 9-dan in 1982. Made his first visit to Japan in 1976. Won the 1st World Amateur Go Championship in 1979. Was the main architect of China's victories in the first three Japan-China Super Go series, took 2nd place in the 1st Ing Cup. Is married to Kong Shangming 8-dan.

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Kobayashi Triumphs Again in Japan-China Meijin Playoff



Kobayashi takes his record to 6-0 in Japan-China Meijin playoffs.

The Japanese tournament year ends with the Tengen title match, but after that Kobayashi still had one important match to play. This was the 3rd annual playoff between the Japanese and Chinese Meijins. Kobayashi takes these playoffs very seriously and in fact doesn't consider himself worthy of the Japanese Meijin title unless he can also defeat the Chinese Meijin. He won the first two playoffs with straight wins, but this time he had to face the Chinese Mingren (= Meijin) less than one week after his disastrous reverse in the Tengen title. Fortunately, Kobayashi seems to have the knack of being able to recover quickly from his setbacks, and the playoff found him in his usual outstanding form.

One of the main stories of the 1980's was the emergence of the Chinese as a major force in international go, but despite their triumphs elsewhere they have been unable to make any impression on Kobayashi. He has compiled an extraordinary record against them of 24-2 (including his win in the 2nd round of the 1991 Fujitsu Cup) and he has won all 14 games he has played in China (his losses have come in the five games he has played with Nie). The Chinese have bestowed the nickname 'the

Kobayashi devil' on him and defeating him is one of their main targets. Unfortunately, for Japan he is too busy to play in the Super Go series team.

Previously, the Japan-China title playoffs have been reserved for the *Ranka Yearbook* (see summary of results to date on page 25), but by special arrangement with its editor we are presenting the 1990 Meijin playoff in *Go World*. Our commentary on the first game is a little technical, but that is because it is a very difficult game. Ma was responsible for the complications because of a new move he sprang on Kobayashi in one of the latter's favourite patterns.

Game One

White: Ma Xiaochun Mingren (China)

Black: Kobayashi Koichi Meijin (Japan)

Komi: 5 1/2; time: 3 hours each.

Played in Naha City, Okinawa on 16 Dec. 1990.

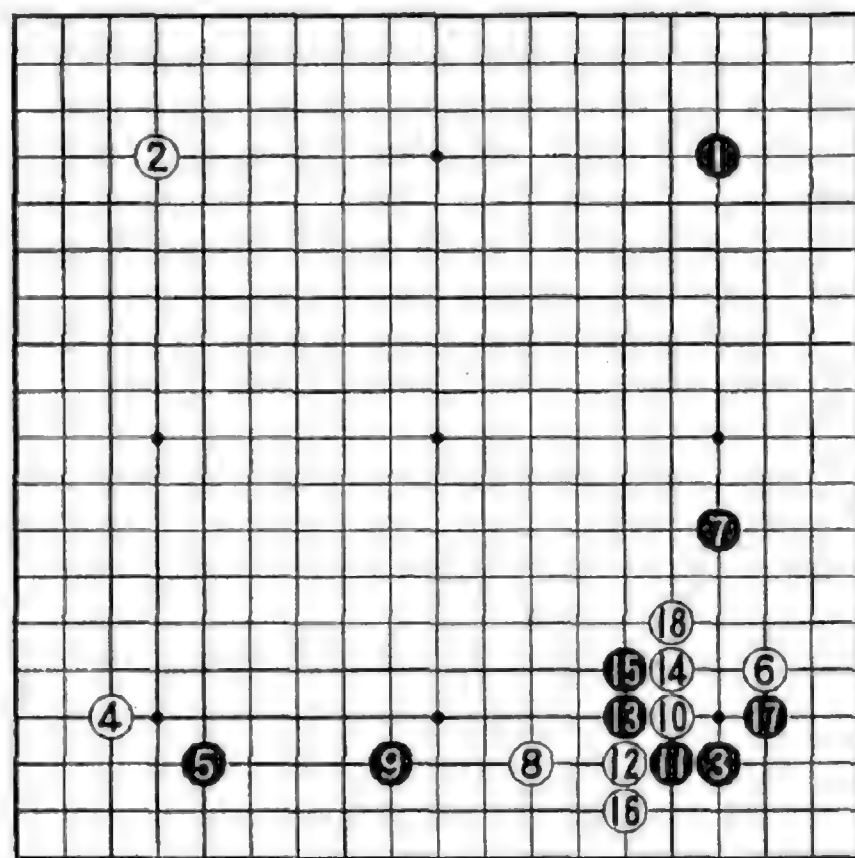


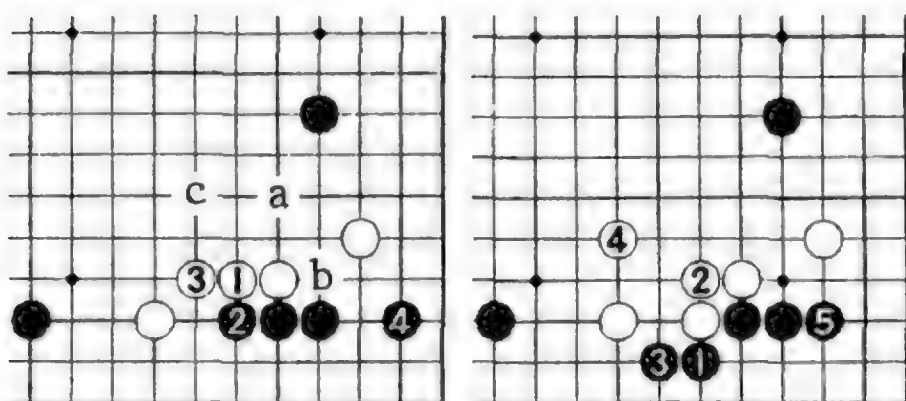
Figure 1 (1-18)

Figure 1 (1-18). Ma springs a new move on Kobayashi.

The pattern to 9 is one of Kobayashi's favourites. After 11 the continuation in *Dia. 1* is often seen. Black will aim at attacking White's wall with 'a' (if White 'b', Black 'c').

Kobayashi has an overwhelming winning record with this pattern, so not surprisingly Ma switches to 12. Kobayashi commented that he had fully expected Ma to come up with something new.

Cutting at 13 is natural. If Black hanes at 1 in *Dia. 2*, the thickness White builds with 2 and 4 is superior to that in *Dia. 1*. Kobayashi: 'I felt uneasy, as Ma had obviously researched this variation, but Black can hardly not cut at 13. Black 1 in *Dia. 2* would be terribly submissive.'



Dia. 1

Dia. 2

The continuation to 18 is a new pattern for Japan, but Nie, who accompanied Ma to Japan, said that Ma had already tried it out in a game in China, though in a slightly different fuseki.

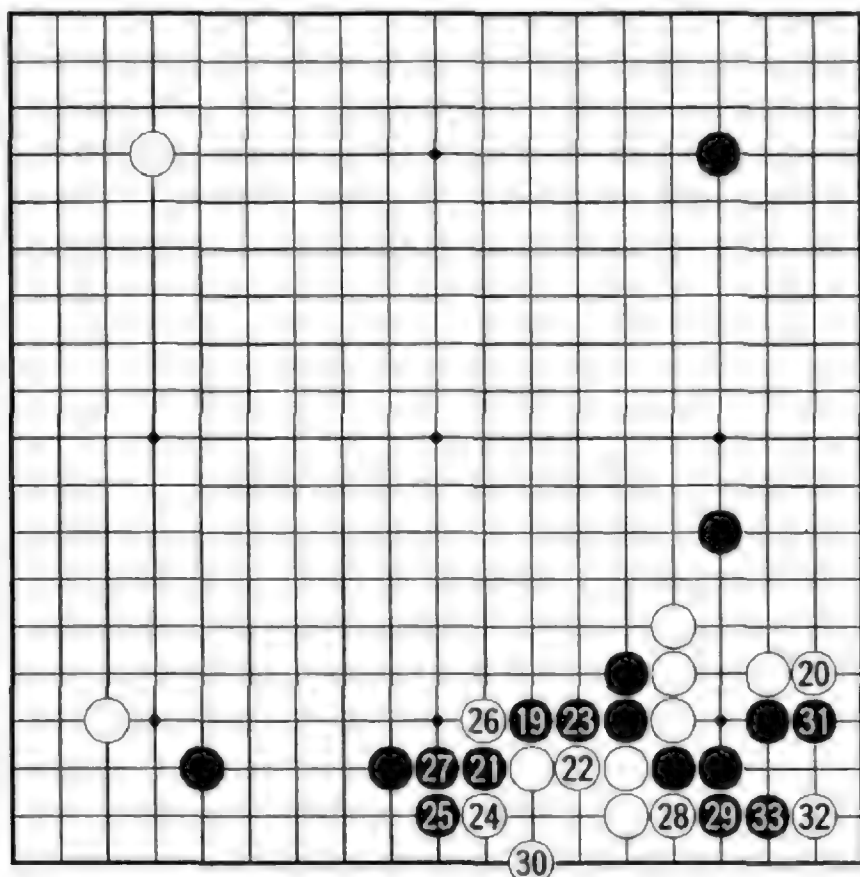


Figure 2 (19-33)

Figure 2 (19-33). The complications start.

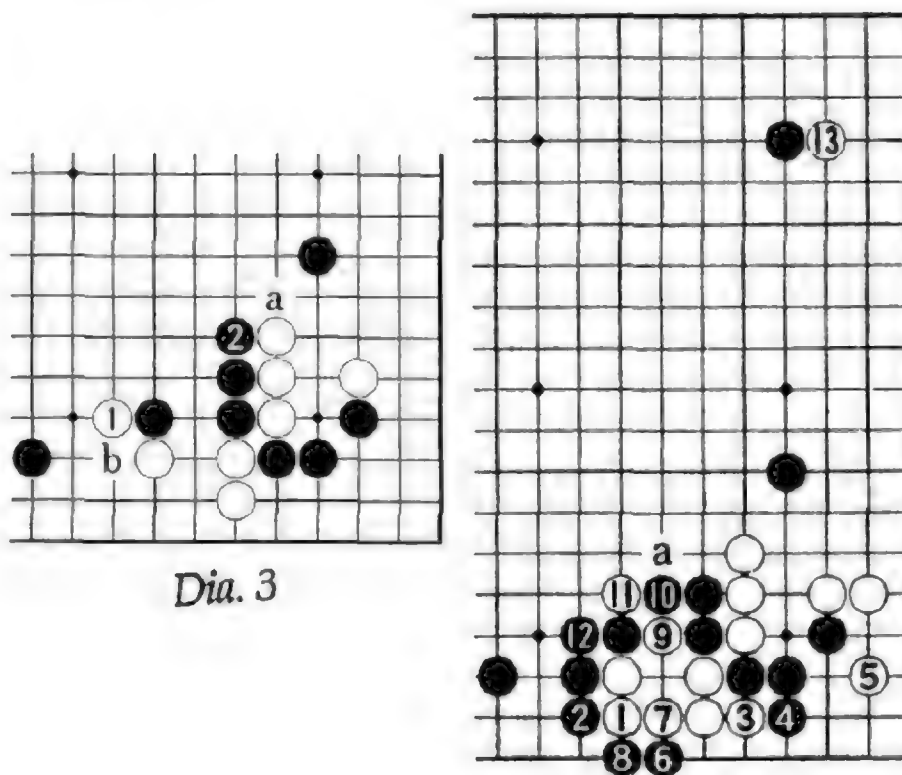
White 20. If at 1 in *Dia. 3*, Black plays 2, making miai of 'a' and 'b': White collapses.

White 22. What happens if White descends at 1 in *Dia. 4*, Nie wondered. His own answer: a semeai (capturing race) follows after 5. The placement of 6 is Black's only move. A ko fol-

lows, but instead of starting it immediately, White will attach at 13 to create ko threats. This would be a reasonable game.

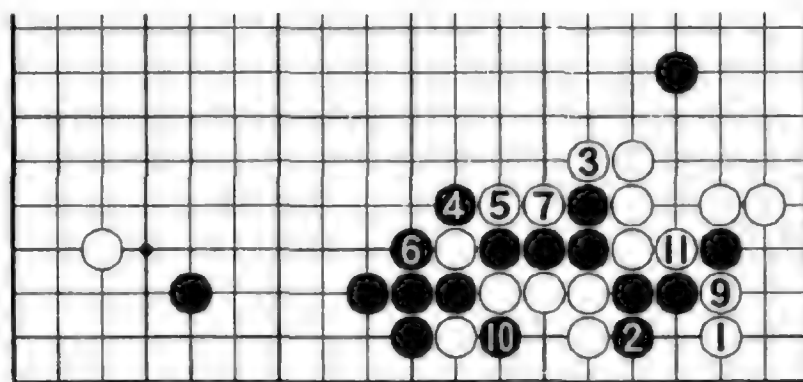
White 28. Making a placement at 1 in *Dia. 5* is another possibility. White's strategy is to sacrifice his group in exchange for a squeeze. After 11, Black will be in no hurry to complete the capture. According to Nie, Black's outside thickness gives him a slight edge.

Nie reacted negatively to Ma's 32. 'This is completely unreasonable. Letting both sides live as in *Dia. 6* is correct. If White then attached at 3, taking aim at 'a', this wouldn't be bad for him.'

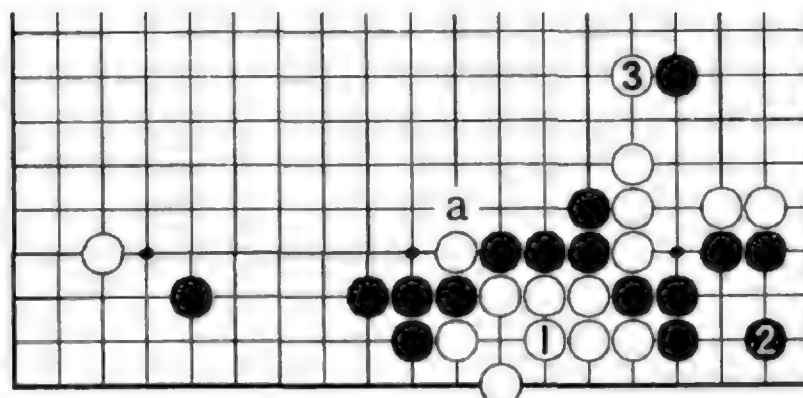


Dia. 3

Dia. 4



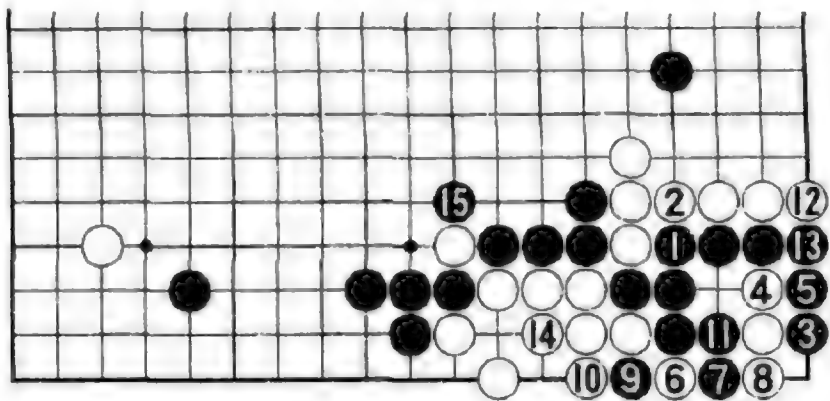
Dia. 5 8: connects



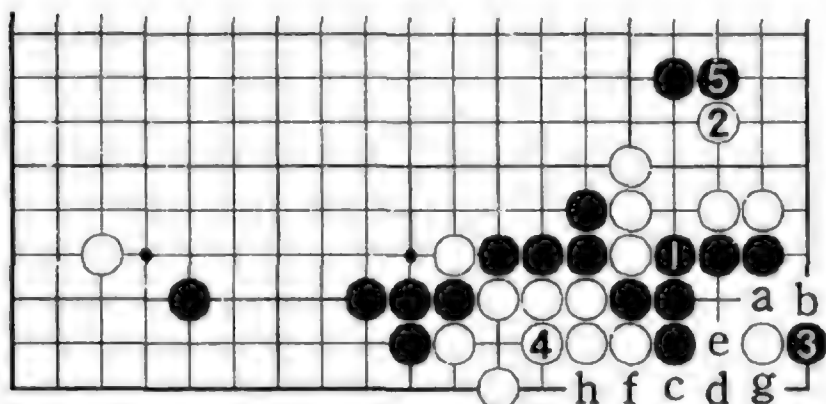
Dia. 6

However, Kobayashi fails to punish Ma's overplay. Instead of 33, turning at 1 in *Dia. 7* (next page) would have been decisive. If White 2, Black attaches at 3 and has nothing to fear in

the corner. Both sides live, but when Black takes hold of the centre white stone with 15 it is obvious which side has the superior result. If White strives for a more efficient result with 2 at 2 in *Dia. 8*, Black still attaches at 3. After White lives with 4, Black switches to 5, which is a magnificent point. White can't really attack the corner. He can get a ko with White 'a' through 'g', but Black will enlarge the fight with 'h'; White has more reason to be apprehensive about this fight than Black.



Dia. 7



Dia. 8

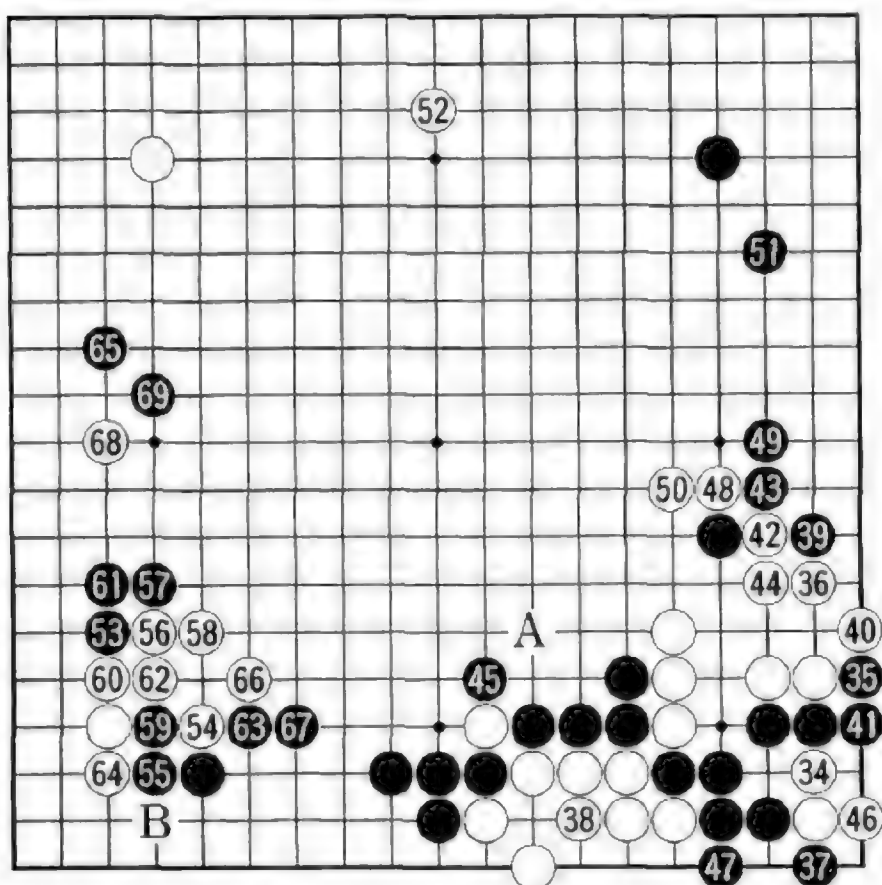


Figure 3 (34-69)

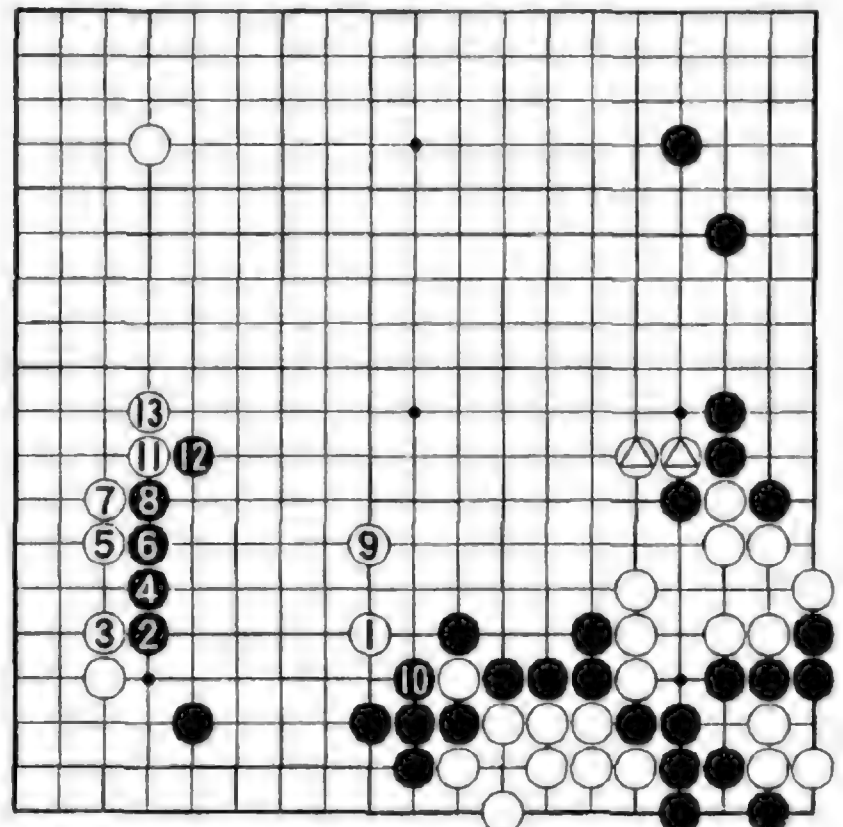
Figure 3 (34-69). Nie's critical eye

Black 33 in Figure 2 was Kobayashi's sole dubious move of this game. The exchange of 35 for 36 is painful for Black, as White gets a

good move at 42. Kobayashi adopted the safety-first policy of living with 37 (White can get a seki). Up to 42, the new pattern ends in pretty much an even result.

White 42 is, as mentioned above, a good move, but the timing isn't perfect. Nie: 'Letting Black take hold of the white stone with 45 is painful. White should have extended at 45, forcing Black A and ensuring that Black can't capture the black stone in one move. White had any number of chances to do this. White also loses points by cutting with 48. Building extra thickness for an already-living group is strange. I'd prefer to play 48 at 51.' After 51, the game is not easy for White.

White 52 looked like an unexceptionable *oba* (large point), but it was not well received. Kojima Takaho 9-dan, the referee, advocated playing 52 at 54. Applying his own inimitable reasoning, Nie insisted on White 1 in *Dia. 9*. 'White's strategy in *Dia. 9* is a little unreasonable. However, he's behind, so he's got to do something like this. Whatever Black does, if he makes a direct answer, it will be submissive, so he might counterattack with 2. During this exchange White flees with 9, then tries to match Black in territory with 11 and 13. There's no knowing what would happen now.'



Dia. 9

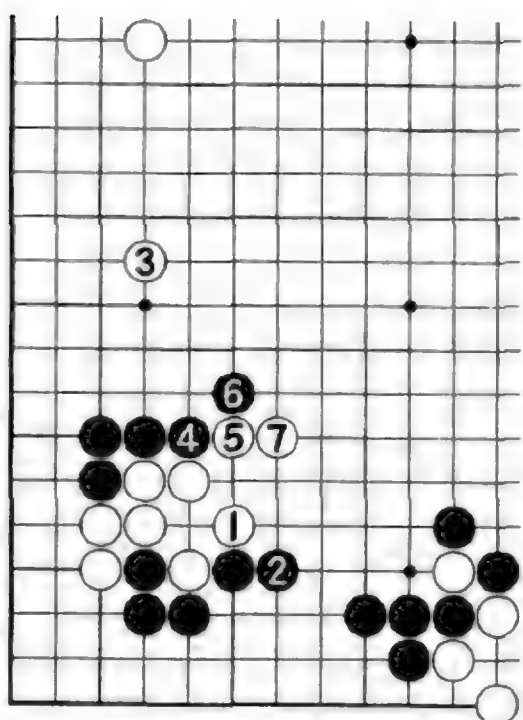
In *Dia. 9* White's formerly slack moves (the marked stones) now work effectively, and White probably wouldn't have too much trouble saving his centre stones. This variation might well be a good strategy.

The pincer of 53 is severe. White has to

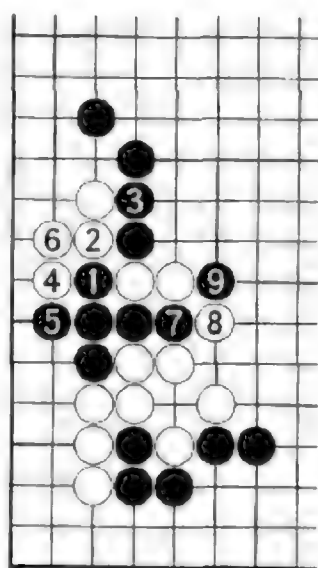
fight hard with 54 and 56 to settle his group.

White 64. Not aggressive enough, according to Nie. White should force once with 1 in *Dia. 10*, then switch to 3. If Black 4, White can resist with 5 and 7. This fight would be troublesome for Black as well as for White. Even after 64, White does not have eye shape in the corner if Black descends at B. That's why Nie advocated starting a confused fight as in the diagram.

The wide extension to Black 65 shows Kobayashi's confidence. He's read out that he can handle White's invasion at 68. Even so, there is nowhere else for White to start a fight.



Dia. 10



Dia. 11

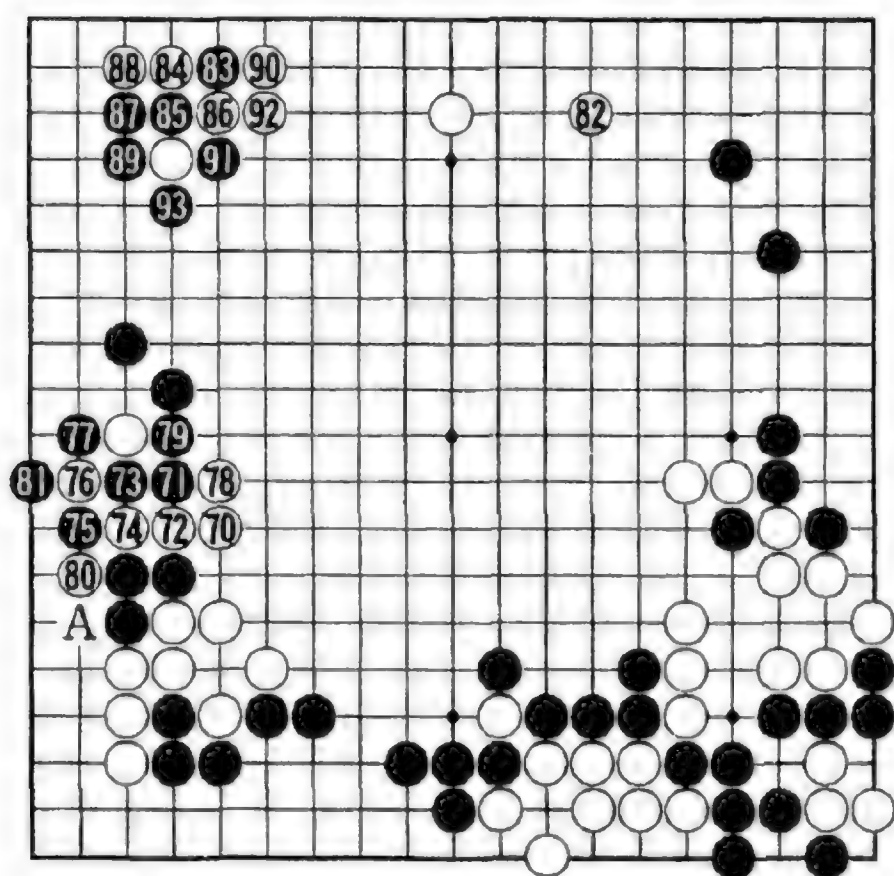


Figure 4 (70-93)

Figure 4 (70-93). Ma's clever move not enough

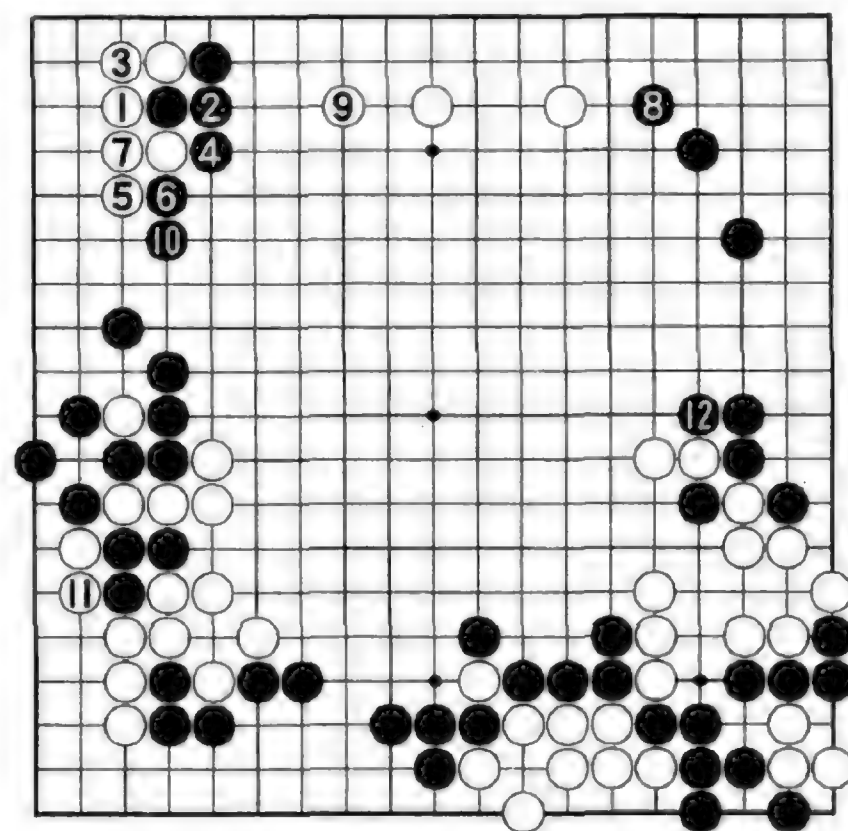
Overall, this is not a good game for Ma, but 70 shows his real talent. Kobayashi muttered: 'Danger! Danger! One careless move

and I'll be crushed!' If Black plays 73 at 74, White will cut at 73 and the game will be over. Black can't get a ladder after 2 to 8 in *Dia. 11*.

Black has no choice but to give way with 73, then capture the cutting stone with 77. Up to 80 it may appear that White is doing well, what with having played all these forcing moves and with a big capture at A waiting for later, but —

Kojima: 'No, that doesn't seem to be the case. Black may have been forced to answer submissively, but he's thick. The territorial balance hasn't changed.' White doesn't have time to capture at A; if he did, Black 92, with the support of the black power below, would be severe.

White hastens to play 82 to alleviate the threat of Black 92. The *susogakari* (skirt approach move) of 83 now becomes the correct direction of play. Kobayashi's moves are logical and methodical: his game is developing smoothly.



Dia. 12

White 86 represents a difficult decision. This is one joseki — White 1 in *Dia. 12* is another. The continuation to 10 could be expected (note that White plays 5, not 6, because of the black position immediately below), so White would get sente to capture at 11, but then Black gets a good move at 12. Ma had no confidence in this variation.

Kobayashi: 'I expected 86 and 88.' Black is satisfied with his ponnuki.

White is behind in territory, but the game is not yet decisively lost.

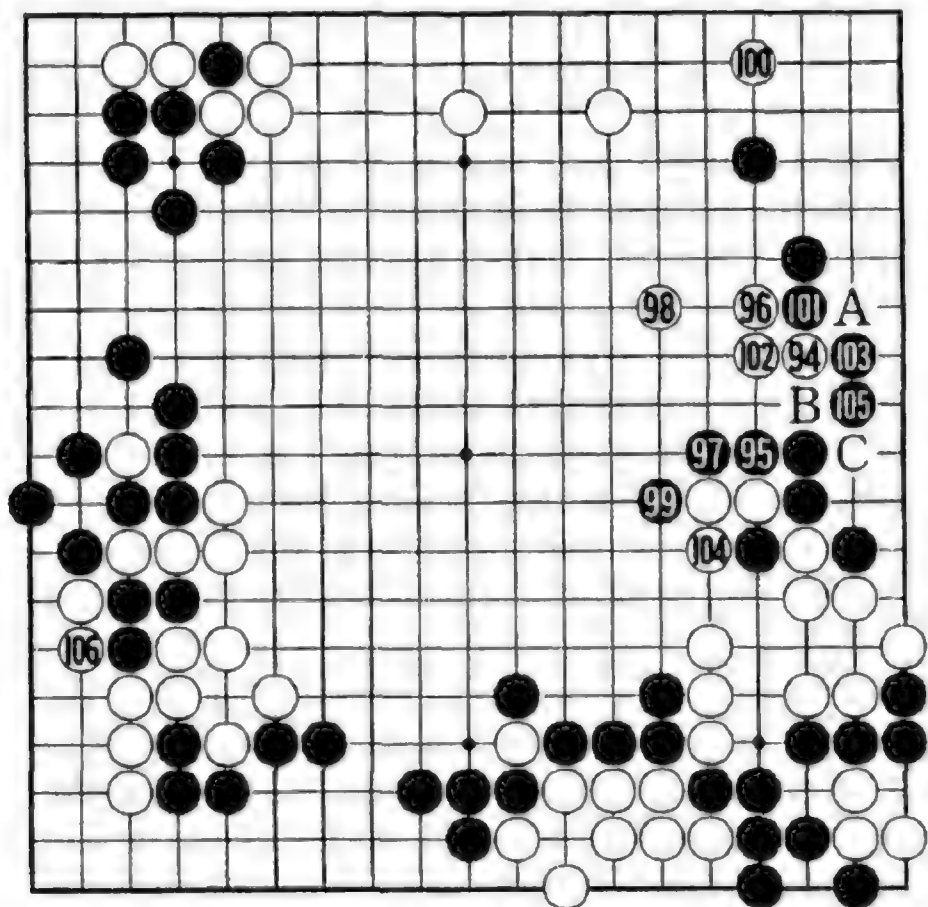
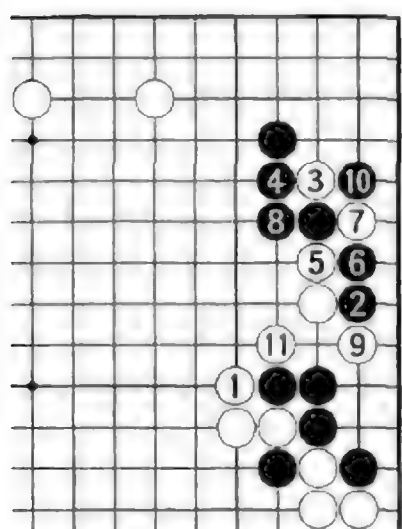
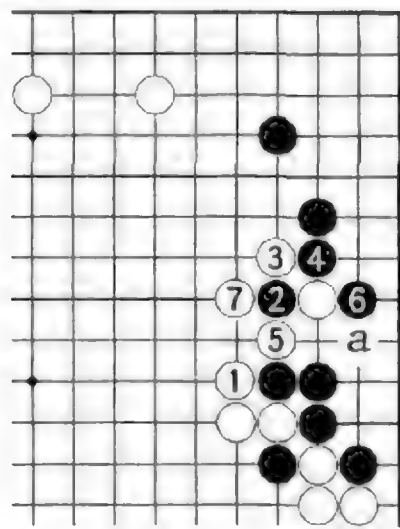


Figure 5 (94-106)



Dia. 13



Dia. 14

Figure 5 (94-106). Nie's ire is aroused.

White 94 is a good invasion: this is the last place where White can attempt to get back into the game.

White 96 is the losing move. The instant Nie saw it on the TV monitor, he exclaimed: 'This is terrible!' Kojima just muttered: 'Unbelievable.' Fleeing ignominiously with 96 and 98, giving Black such good moves as 97 and 99, should be almost unthinkable for a professional.

In the review of the game Ma himself pointed to 97 for 96, so he did know better. White 97 is the only move.

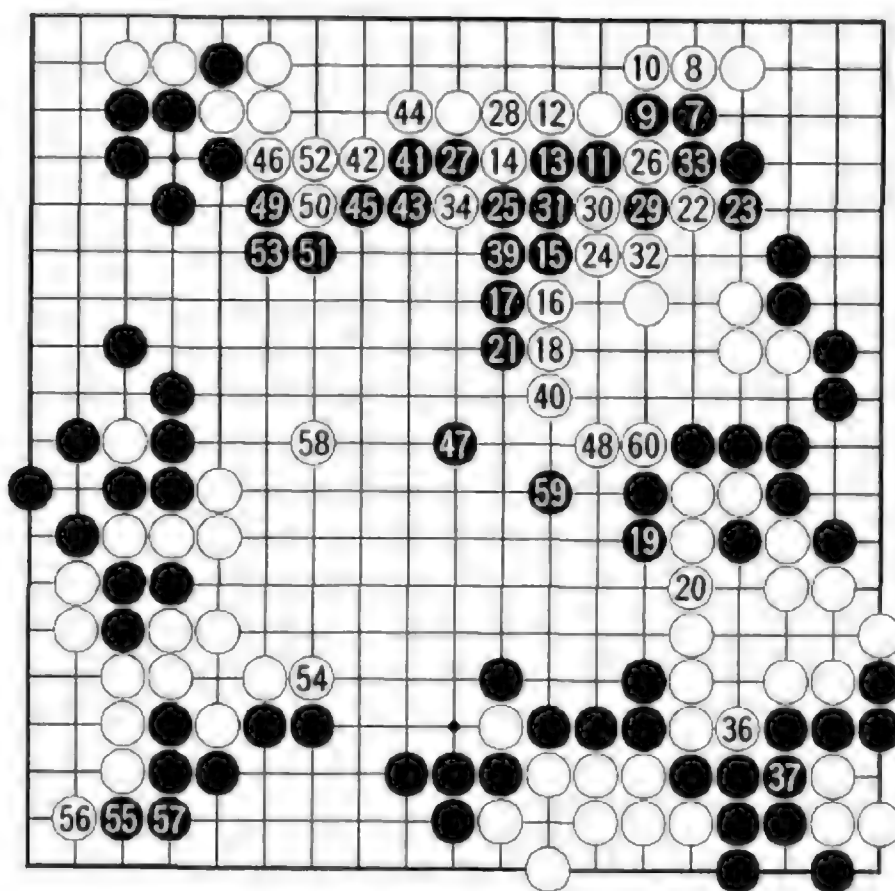
Dia. 13. White 1 is the vital point. Black now faces a difficult decision. If he tries to link up with 2, White has a clever contact play at 3 (he won't necessarily play it immediately). If Black 4, White can be very satisfied to capture four stones up to 11. Instead of 2 —

Dia. 14. If Black attaches on top at 2, he links up but has to give White a ponnuki. 'I thought this was most reasonable,' said

Kobayashi. White has the aji of a ko after White 'a', so he would still be in the game.

'It's over,' said Kojima after 98. If White uses 104 to block at 105, Black exchanges A for White B, then captures at 104. Black C will be sente against the white group below, so the top right black group is safe.

White switches to 106, but the result of his invasion at 94 has been to create a heavy group of four stones.



tive passed into Kobayashi's hands. Thereafter, he did not give Ma a chance.

Black wins by 5 1/2 points.

(Kido, February 1991)

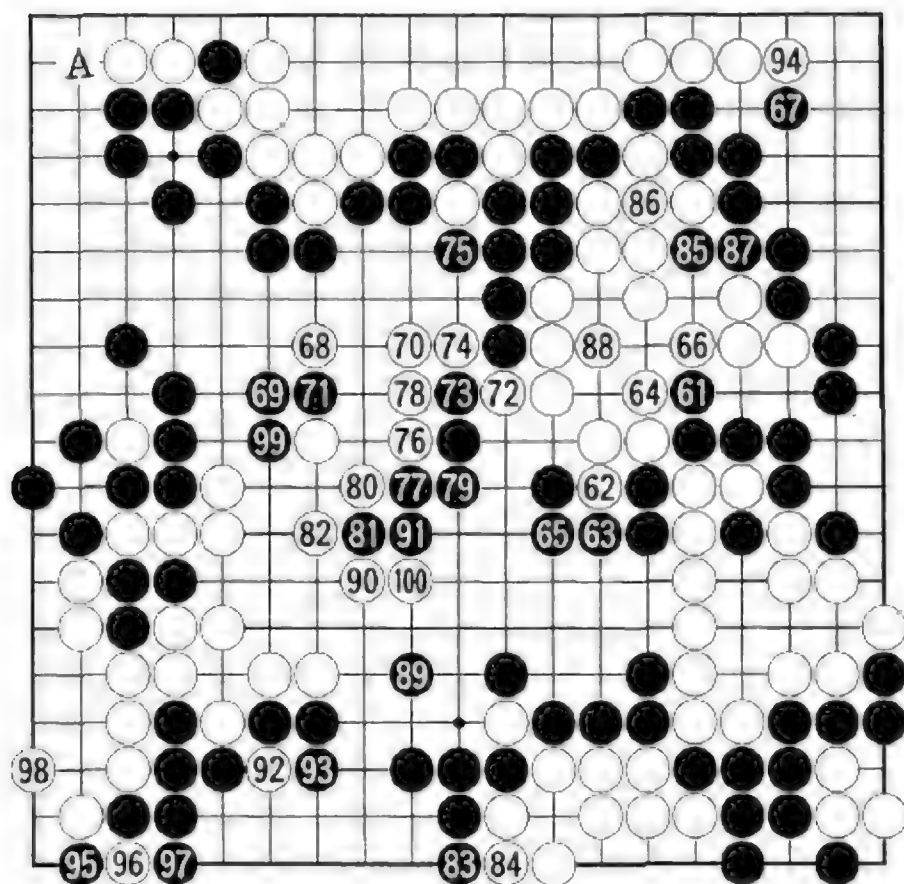


Figure 7 (161-200)

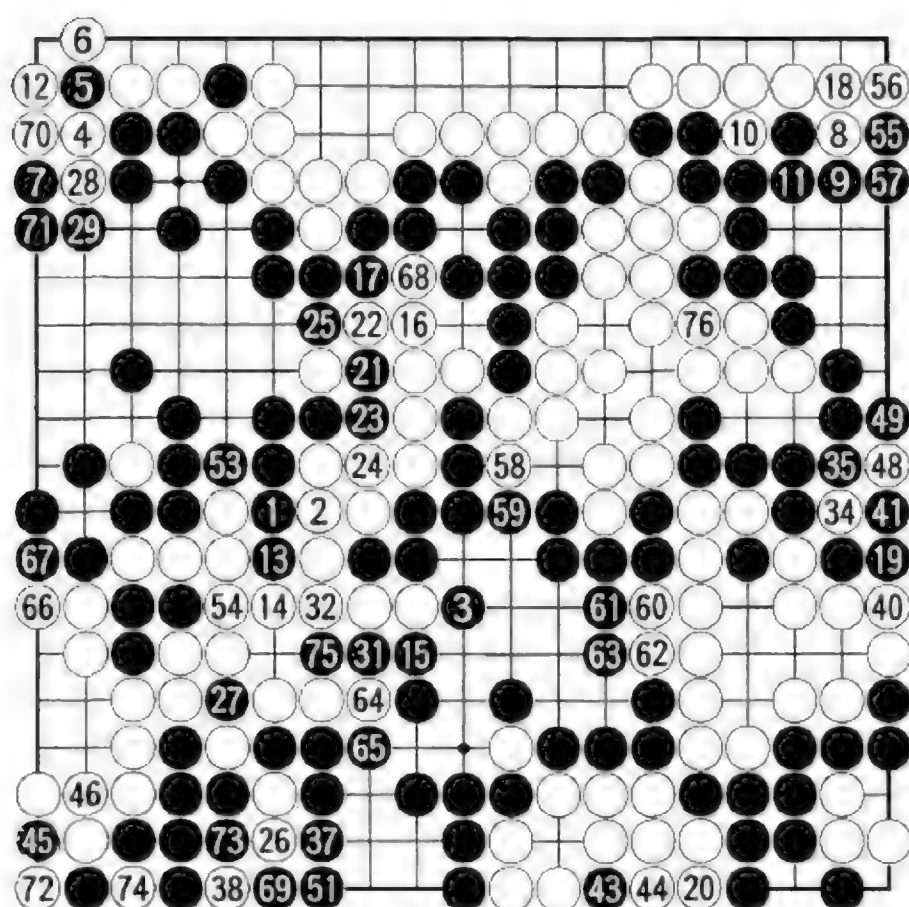


Figure 8 (201-276)

ko (below 27): 30, 33, 36, 39, 42, 47, 50; 52: connects (at 27). White wins and connects the final ko.

Title playoffs between Japan and China

To date there have been six title playoffs, in the Tengen (Chinese: Tianyuan) and Meijin (Mingren) titles, and, in contrast to the Super Go series, they have all been won by Japan. In fact, it was not until the 1990 Tengen playoff that China was able to win its first game. Full

results are:

Japan-China Tengen playoffs

1 (1988). Cho Chikun defeated Liu Xiaoguang 2-0 in Tokyo on 20 and 21 June. (The games are given in the 1989 Ranka Yearbook.)

2 (1989). Cho defeated Liu 2-0 in Shanghai on 23 and 24 August. (1990 Ranka Yearbook)

3 (1990). Rin Kaiho (Japan) defeated Liu 2-1 in Tokyo on 23, 24, and 26 June. (1991 Ranka Yearbook)

Japan-China Meijin playoffs

1 (1988). Kobayashi Koichi defeated Liu 2-0 in Tokyo on 11 and 13 December. (1990 Ranka Yearbook)

2 (1989). Kobayashi defeated Ma Xiaochun 2-0 in Beijing on 14 and 16 December. (1991 Ranka Yearbook)

3 (1990). Kobayashi defeated Ma 2-0 in Okinawa on 16 and 18 December. (GW63)



Ma Xiaochun

Born in Shijiang province on 28 August 1964. Made his international debut in June 1979, when he played for the Chinese team against a touring Japanese team in the 7th Go Exchange (he lost to Kobayashi Satoru). In 1982, then 7-dan, he toured Japan and scored 4-3, still his best record on a tour.

In 1981 Ma took second place in the 3rd World Amateur Go Championship, then in 1983 he won the 5th WAGC. He was promoted to 9-dan in 1983, but waited until 1985 to turn professional. He has won the All-China individual championship four times, the National Championship twice, the New Physical Education Cup twice, the Mingren title twice, and the Tianyuan title once.

Ma was upset by his loss to Kobayashi in the Meijin playoff last year and determined to get

revenge. After he lost the first two games of the Mingren title match in China, he psyched himself up by telling himself, 'I have to fight Kobayashi one more time.' Even when Kobayashi was behind 1-2 in the Japanese title match, Ma never doubted that he would still win the match.

Game Two

White: Kobayashi Koichi

Black: Ma Xiaochun

Played in Naha City on 18 December 1990.

On the day after the first game, everyone went sightseeing (this was the first international match staged in Okinawa), but Kobayashi stayed behind at the hotel, resting up for the second game. He hadn't come to Okinawa as a tourist.

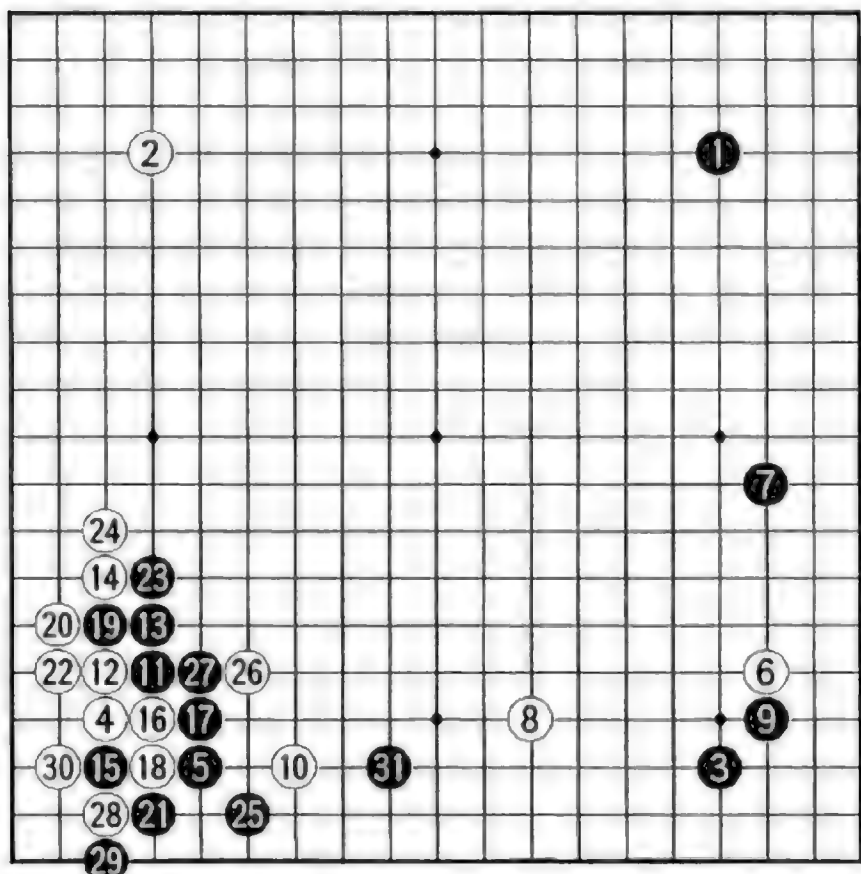
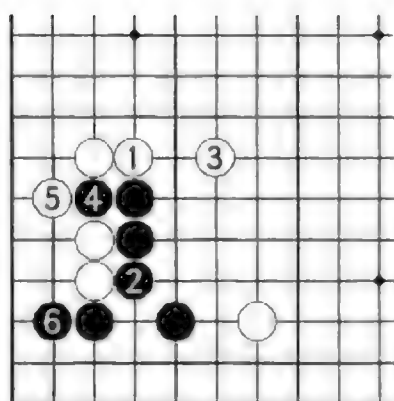
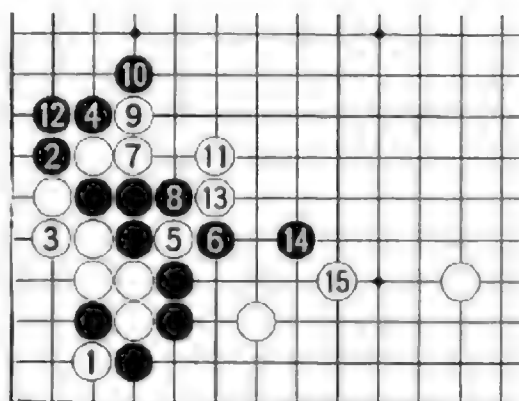


Figure 1 (1-31)



Dia. 1



Dia. 2

Figure 1 (1-31). A severe invasion

Up to 6 the fuseki is the same as in the first game. The game starts to develop differently when Ma attaches at 9, which White ignores to make the severe pincer of 10.

White 16 is a tight move territorially. Nie

commented that he would have pushed up at 1 in Dia. 1. The sequence to 6 could be expected (Kobayashi played it in the third game of the 1990 Gosei title, given on page 31 of this issue).

White 22. If at 1 in Dia. 2, Black will cut at 2. The continuation to 15 is an interesting variation. The fight here looks reasonable for both sides, but Kobayashi prefers to play solidly with 22.

The invasion is 31 is natural; it's also quite severe.

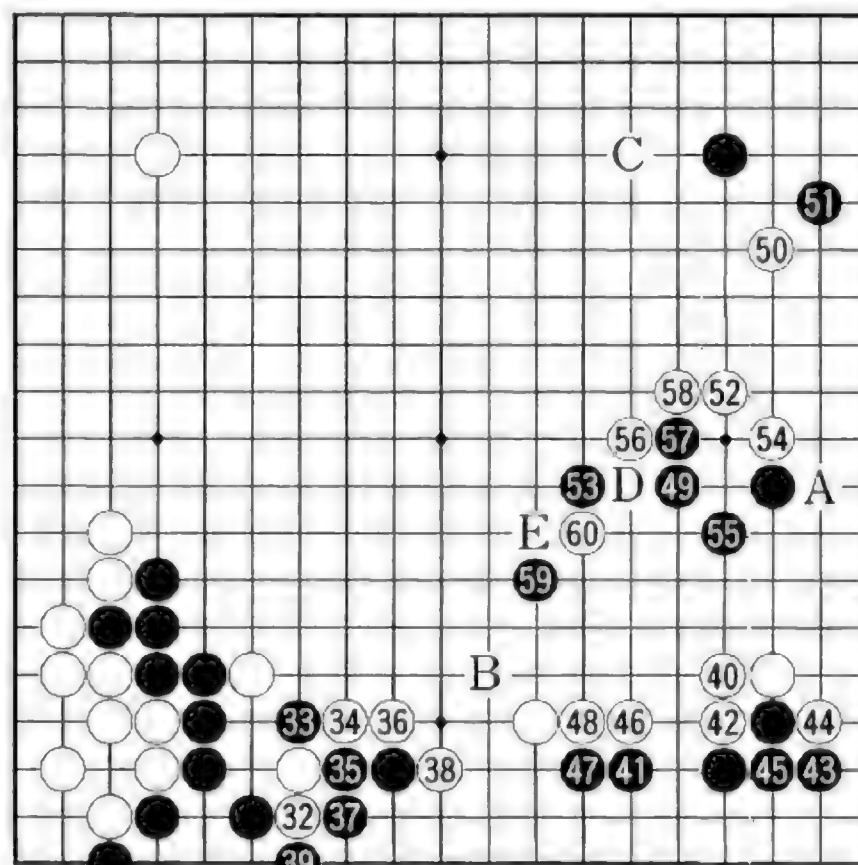
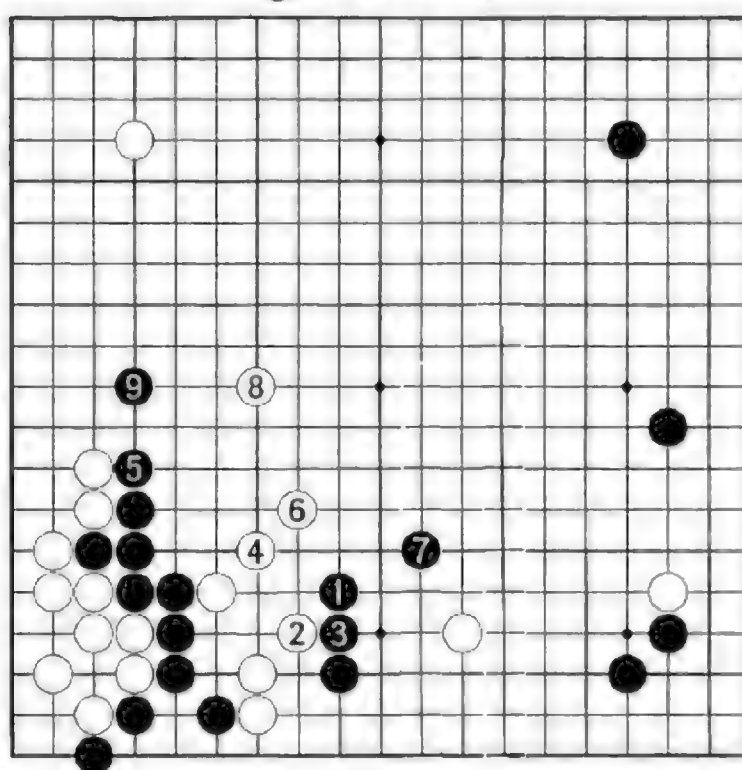


Figure 2 (32-60)



Dia. 3

Figure 2 (32-60). The highlight of the game

Kobayashi thought for exactly 20 minutes about 32. His main concern was the possibility of Black 1 in Dia. 3. He commented later that White 2 to 8 would probably have followed. However, after Black jumps out to 9, White can't expect to get much territory at the top.

The two stones left behind on the bottom right also look lonely. In short, following this diagram would have given Black a promising game.

However, Ma surprised the players following the game by attaching at 33. Nie let out a loud cry when he saw it on the TV monitor. 'The contact play is funny. White's got off the hook.'

White is happy to seize the chance to sacrifice his stones up to 38 in return for a squeeze. So far from getting into trouble, White scores points. The only explanation for why Ma didn't follow Dia. 3 is that, being one down already, he was playing too cautiously. Kudo Norio 9-dan, the referee, commented: 'It's just possible that 33 may turn out to be the losing move.'

White is more than satisfied when he gets the chance to switch to 40. The continuation to 48 is natural. Note what a contrast this result is to Dia. 3.

Black 49 is a kind of emergency measure. Usually Black would defend the upper side with Black 50, but Ma didn't like the prospect of White's capping next at 49.

Black 53 and 55 show that Black is preparing to attack the white wall below (the usual move for 55 is A, threatening the base of the white group above).

Black 59. Black B next would be very

severe, so Black probably expects White to defend somewhere below 59, letting him switch to C, which would maintain balance. If that was Ma's plan, he must have been jolted by Kobayashi's reply. White 60 is the highlight of this game.

White 60 makes miai of D and E: Black is hard put to find an answer.

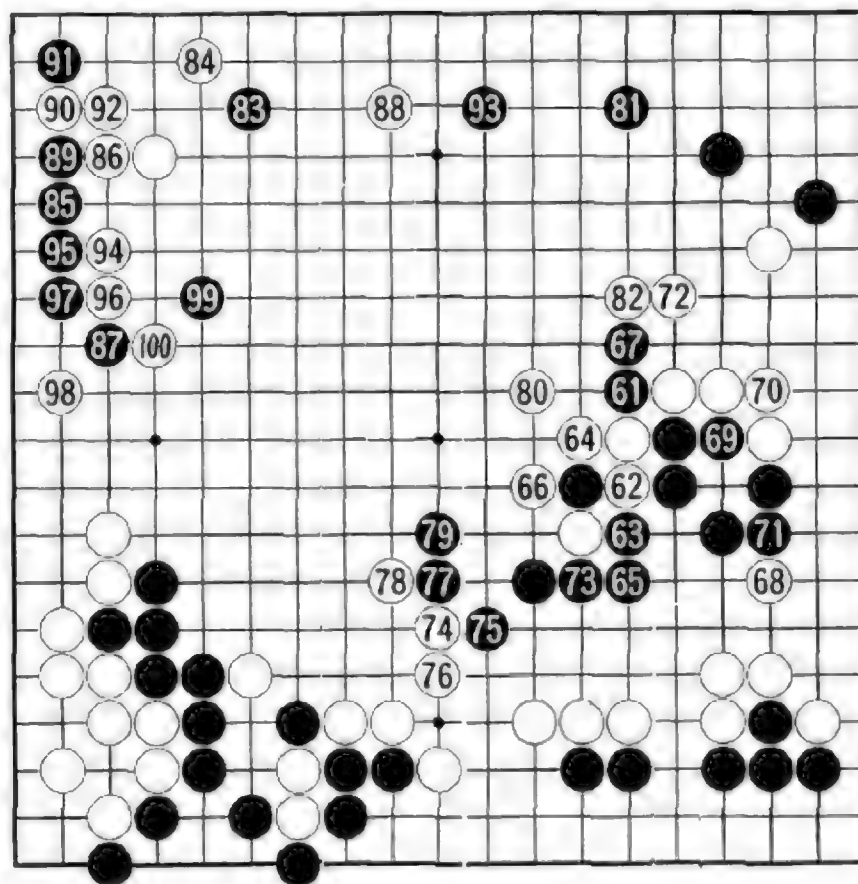


Figure 3 (61-100)

Figure 3 (61-100). Ma goes all out.

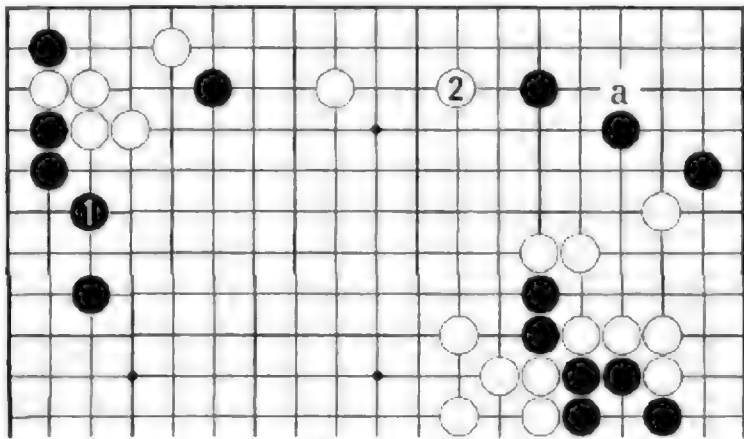
Black 61 is the only answer to White's clever move. Black just barely manages to fix up his shape, but giving White the ponnuki at



66 can't be good. When Black links up with 73, White 74 works well, making eye shape in sente for White up to 78. Black also has little choice but to sacrifice his centre stones (61 and 67), playing 81 to strengthen the top (not that he can count the corner as certain territory yet).

Black goes all out with 83 and 85.

Black 93. Black knows White will make a severe attack at 94, but that can't be helped. The *honte* (proper move) is 1 in *Dia. 4*, but then White 2 becomes a good move. Black will have to add a stone in the corner to eliminate the threat of White 'a'.



Dia. 4

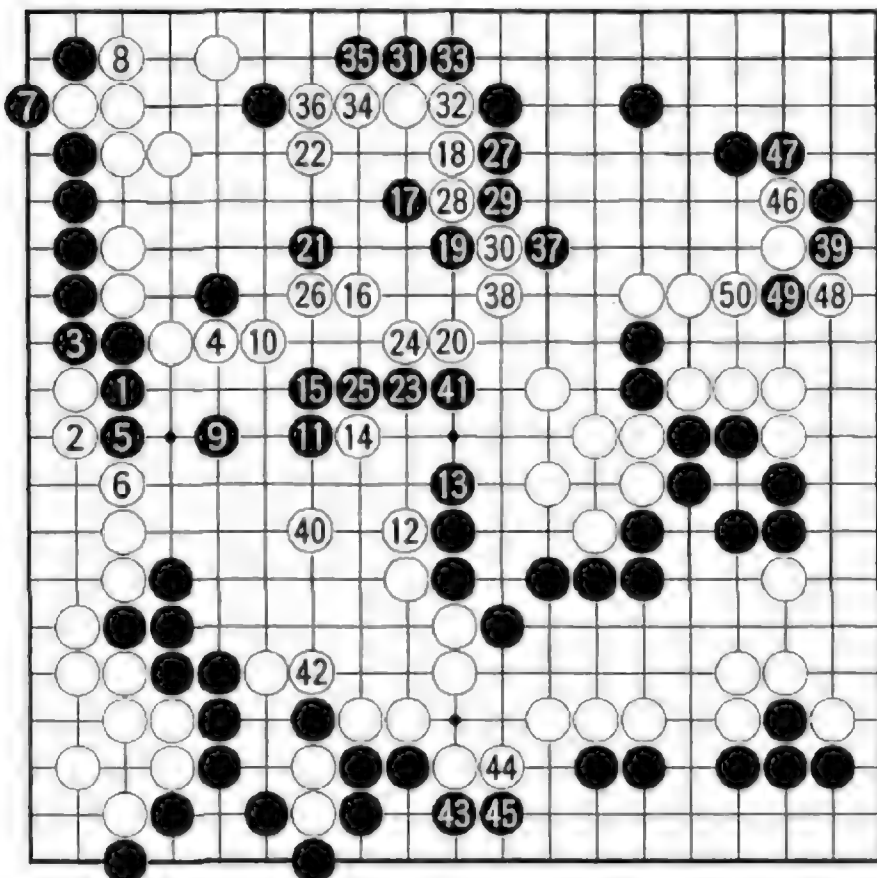
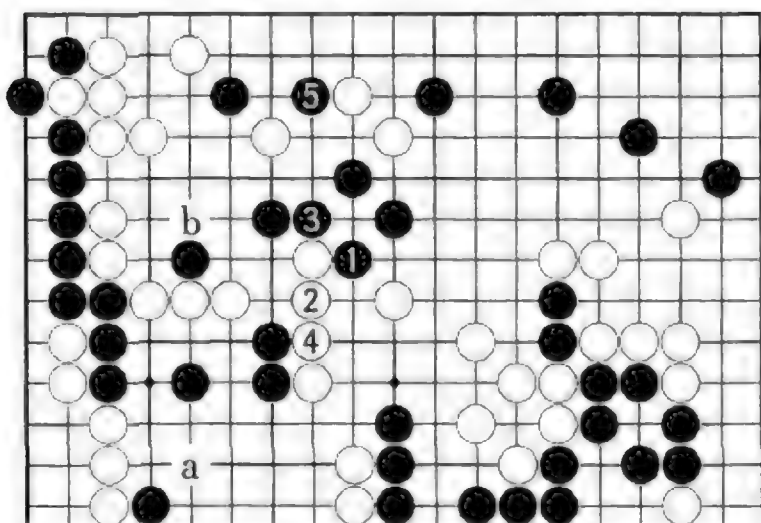


Figure 4 (101-150)



Dia. 5

Figure 4 (101-150). Failure of nerve

There was a stir of excitement in the pressroom when Ma plunged in with 17 to 21, but it died down when he continued with 23 and 25. These two cautious moves are inconsistent with the do-or-die spirit of the preceding three moves. Kudo: 'Couldn't Black have kept fighting with 1 to 5 in *Dia. 5*? This may lead to a glorious defeat, but since Black is no longer in the game territorially, he should try to make a fight of it.'

If White plays 'a' in *Dia. 5*, Black's large group is cut off, but for his part White faces the threat of Black 'b', which creates multiple cutting points. This would be a scary fight for both sides, but a confused fight should be welcome for Black.

Kobayashi: 'When I switched to 40, I thought I could see my win.'

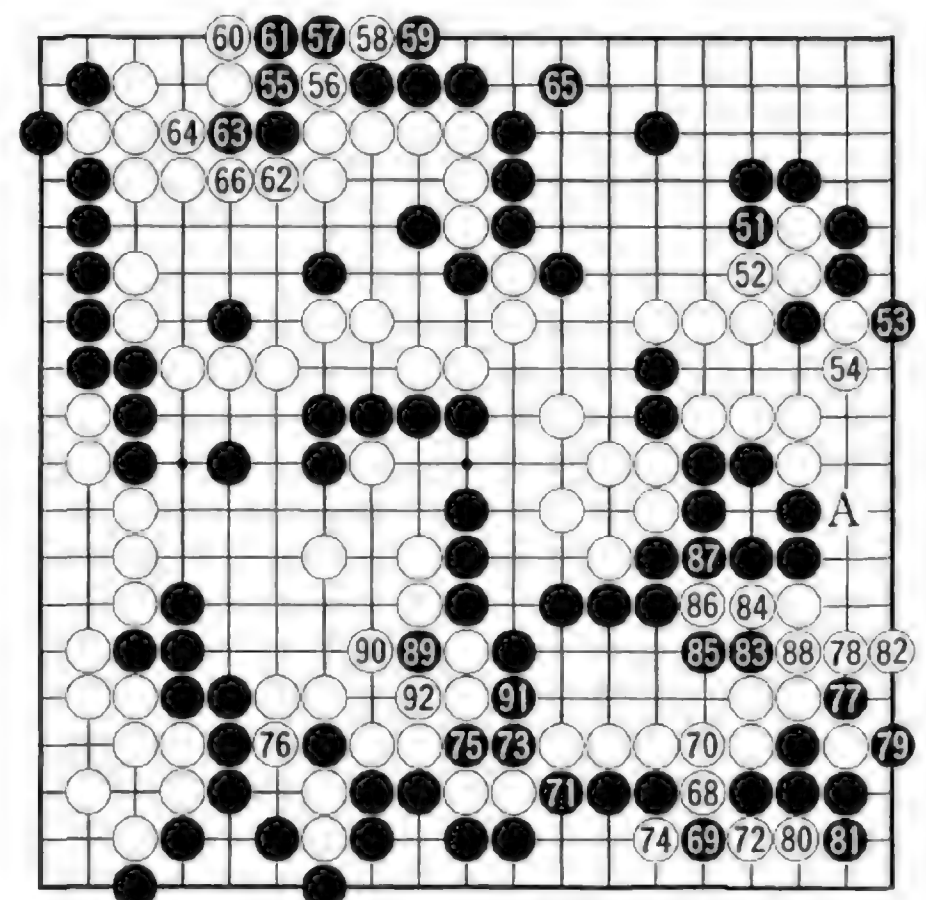
Figure 5 (151-192). No second chance

Black 73 is Ma's way of setting the scene for resignation. Whenever necessary, White can link up his groups on the right side with A.

The key point of this game was Black 33 in *Figure 2*. That was Ma's best chance to get the edge on Kobayashi, but he let the opportunity go begging.

Black resigns after White 192.

(Adapted from the Asahi Shimbun. Translated by John Power.)



1990: Prizes and Statistics

There can be little doubt that in Japan 1990 was the year of Kobayashi Koichi, but he is not the only player for whom it was a memorable year. We hope that the following report on tournament statistics and prizes will, in conjunction with the quick look at the tournament scene in the article that follows this one, give the reader some idea of the main developments in 1990.

24th Kido Prizes

In its March issue every year, *Kido* announces its prizes for the top players of the previous year. The selections are made by a panel of go reporters from the newspapers and TV stations sponsoring tournaments. Note that the top group of players are not considered for the 5th to 7th prizes (in a sense, these prizes are for 'talent deserving of wider recognition').

1. Outstanding player of the year: Kobayashi Koichi, for defending the Kisei, Meijin, and Gosei titles and winning the Japan-China Meijin playoff. Kobayashi also challenged for the Honinbo and Tengen titles and took 3rd place in the 3rd Fujitsu Cup. This was of course a unanimous choice.



Kobayashi Koichi: chosen as the outstanding player for the third year in a row (and fourth time overall).

2. Highest number of wins: Yoda Norimoto 8-dan. With 46 wins and 19 losses, Yoda just failed to equal the record he set last year of

most games played in one year (66).

3. Best winning percentage: Goto Shungo 8-dan, with 80%.

4. Most consecutive wins: Goto, with 14.



Goto 8-dan picks up two of the prizes won by Yoda last year.

5. The fighting spirit prize: Kobayashi Satoru 9-dan, for winning the 3rd IBM tournament.

6. The prize for technique: Yoda.

7. The special merit prize: Hane Yasumasa, for winning the Oza title.



The new star of women's go, Nakazawa Ayako

8. The outstanding woman player: Nakazawa Ayako 1-dan, for winning the Women's Honinbo title, a first for a 1-dan and a teenager.

9. The 'new face' prize: Ryu Shikun 4-dan,

for winning 24 games in a row. Ryu, who comes from Korea, scored 42-6. (This prize is open to players under 31 and below 7-dan.)



Ryu 4-dan

10. International prize: Rin Kaiho, for his success in the Fujitsu Cup after two years as runner-up.

1990 in Statistics

The most accurate gauges of success in professional go are, of course, the amount of prize money won and the win-loss record for the year. A survey of the most successful players in various categories follows.

Top Prize Money winners

1. Kobayashi Koichi: ¥106,040,000 (about \$785,000). As pointed out in our previous issue, this is the first time a go or shogi player has topped 100 million. In 1989 Kobayashi made ¥86,880,000.

2. Rin Kaiho: ¥56,020,000
3. Cho Chikun: ¥49,030,000
4. Otake: ¥37,450,000
5. Takemiya Masaki: ¥27,580,000
6. Yoda Norimoto: ¥21,520,000
7. Kato Masao: ¥21,290,000
8. Hane Yasumasa: ¥18,580,000
9. Fujisawa Shuko: ¥16,470,000
10. Kataoka: ¥15,240,000

Best Winning Percentages (over 6-dan)

1. Goto Shungo: 80% (28-7)
2. Nakamura Hidehito: 75% (21-7)
3. Hidaka Toshiyuki: 74.1% (20-7)
4. Ishii Kunio: 73.7% (28-10)

5. Kobayashi Satoru: 73.2% (32-11)
6. Hisajima Kunio: 73.2% (30-11)
7. O Rissei: 72.5% (29-11)
8. Ogata Masaki: 71.1% (32-13)
9. Yoda Norimoto: 70.8% (46-19)
10. Rin Kaiho: 70% (35-15)

Note that it is difficult for a top player, most of whose games are against other top players, to get into this list. Kobayashi was number 19, with 66% (35-18).

Most Wins

1. Yoda: 49-19
2. Rin: 35-15
3. Kobayashi Koichi: 35-18
4. Hane: 34-17
5. Ogata: 32-13
6. Kobayashi Satoru: 30-11
- Hisajima: 30-11
- Tei Meiko: 30-14
9. O Rissei: 29-11
- Yamashiro: 29-13
- Ohira Shuzo: 29-14

Most Successive Wins

1. Goto: 14
2. Nakamura Hidehito: 13
3. Yamashiro Hiroshi: 10
4. Rin, Kada Katsuji, Doi Makoto, Hidaka: 9
8. Kobayashi Koichi, Ohira, Sanno Hiro-taka, Hisajima: 8

Most Successive Wins (under 7-dan)

1. Ryu Shikun: 24
2. Morita Michihiro: 17
3. Morita Michihiro: 15

Most Wins (under 7-dan)

1. Ryu Shikun 4-dan: 42-6
2. Yamada Kimio 3-dan: 39-5
3. Matsuoka Hideki 5-dan: 37-11
4. Morita Michihiro 5-dan: 36-7
5. Arimura Hiroshi 3-dan: 33-10

Best Winning Percentages (under 7-dan)

1. Yamada: 88.6%
2. Ryu: 87.5%
3. Morita: 83.7%
4. Matsuoka: 77.1%
5. Arimura: 76.7%
6. Takanashi Seiken 3-dan: 75% (30-10)

Tournament Go 1990

15th Gosei Title, Game Three

The 15th Gosei Title Match was notable for two firsts: it was Kobayashi Satoru's first challenge for an open title and it was the first title match between players with the same surname (though Satoru and Koichi are unrelated).

Satoru made a bad start to the title match, losing the first game (played on 4 July) in 152 moves and the second (13 July) in 179 moves. July was the month in which Koichi was being inflicted with major damage in the Honinbo title match at the hands of Cho Chikun and in fact the third Gosei game was played just five days after he lost the 7th Honinbo game, but it didn't seem to affect his fighting spirit. The third game, presented below, shows no signs of a loss of confidence.

White: Kobayashi Koichi Gosei

Black: Kobayashi Satoru 9-dan

Komi: 5 1/2; time: 4 hours each.

Played in Sendai on 1 August 1990.

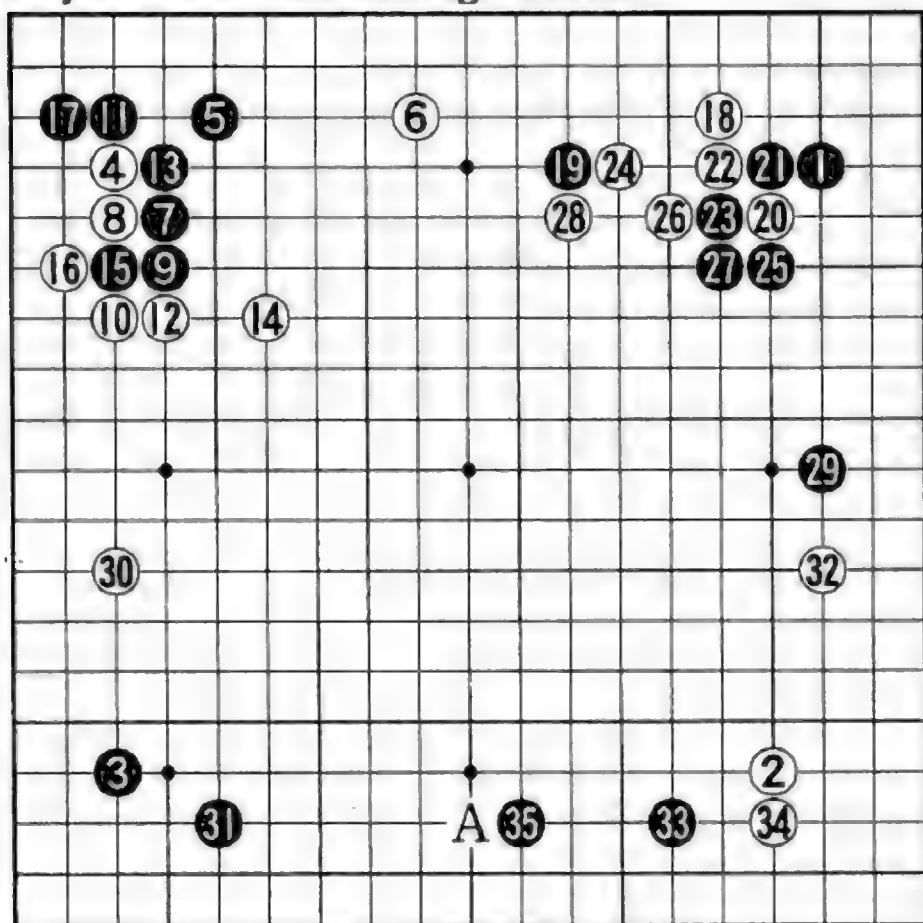


Figure 1 (1-35)

Figure 1 (1-35)

Black goes for profit up to 17. Satoru: 'I lost the first two games because I gave the opponent too much profit, so I was determined not to fall behind on territory this time.'

The narrow extension of White 32 took Satoru by surprise. Extending to A is the con-

ventional move. Koichi: 'I thought I had to invade [36 in Figure 2] to make a game of it.' Kataoka (the referee) expressed admiration: 'The idea of invading at a place like this didn't occur to me at all.'

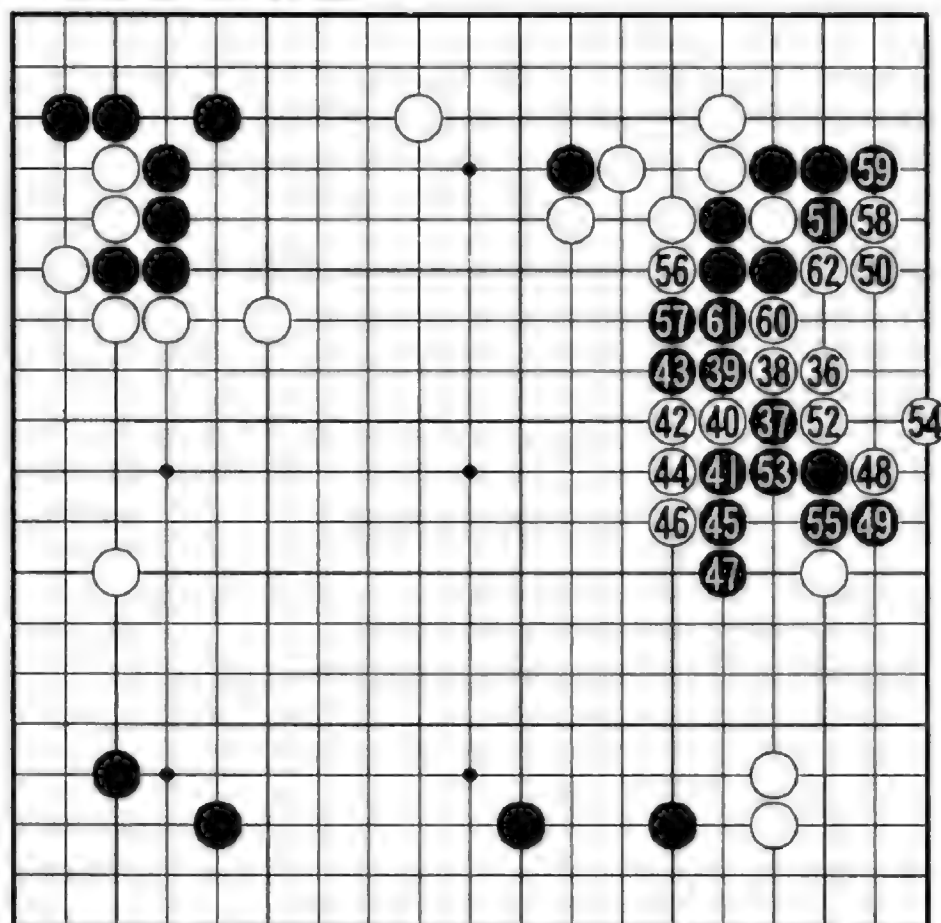


Figure 2 (36-62)

Figure 2 (36-62)

The continuation to 57 is more or less forced. Because he plays 58, White then has to invest an extra stone, whereas he could have lived in sente by omitting 58, that is, simply exchanging 60 for 61. Kobayashi considers it worthwhile playing the gote move because it takes away Black's eye shape.

15th Gosei Title Prize Money

1st: ¥5,300,000; 2nd: ¥1,060,000

Match fee — title holder: ¥1,350,000

challenger: ¥900,000



The challenger, Kobayashi Satoru

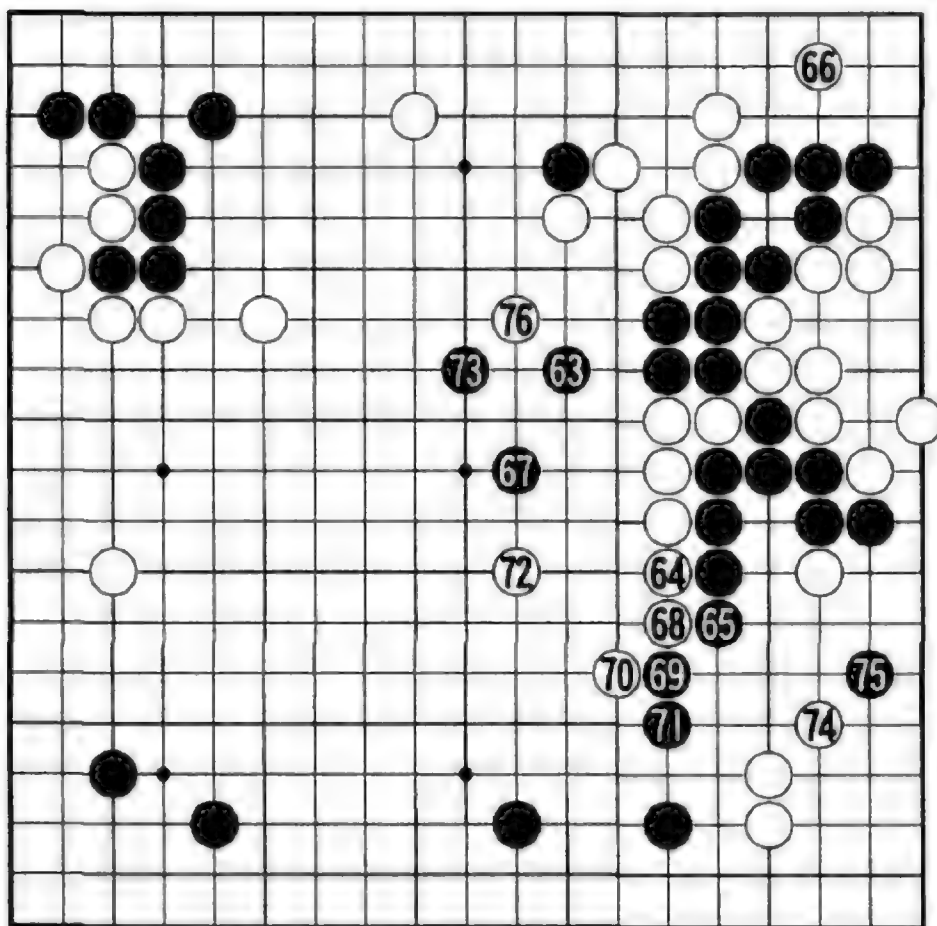
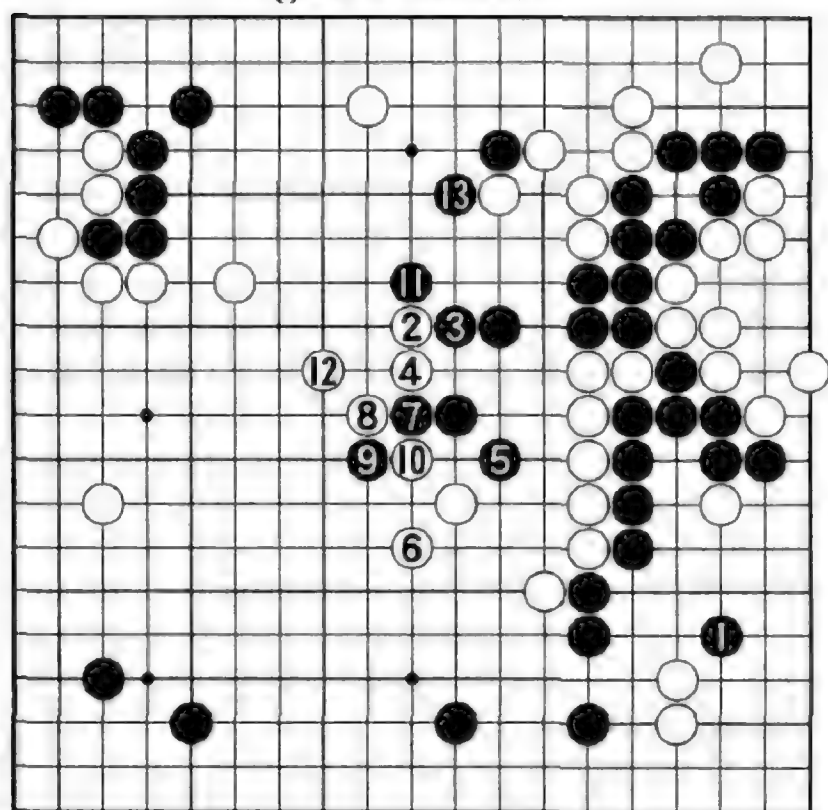


Figure 3 (63-76)



Dia. 1

Figure 3 (63-76). *Answering passively*

Koichi goes on the attack with 66. Black's defensive move at 73 is one factor in his defeat. Letting White defend his corner with 74 is painful. Black had to play there first, with 1 in Dia. 1. White 2 appears threatening, but the amateurish-looking combination of 3 and 5 is an effective counter. Even if White plays 6, Black creates a defect in his shape with 7, then rescues his group with 11 and 13.

Figure 4 (77-100). *The losing move*

Black 77 is the losing move. It may look efficient at first glance, but it leaves a hole at A, so Black is forced to make the distasteful exchange of 79 for 80, costing him his chance to aim at moves such as B and C. The game is

over when White expands his left-side territory to the maximum with 82 and 92.

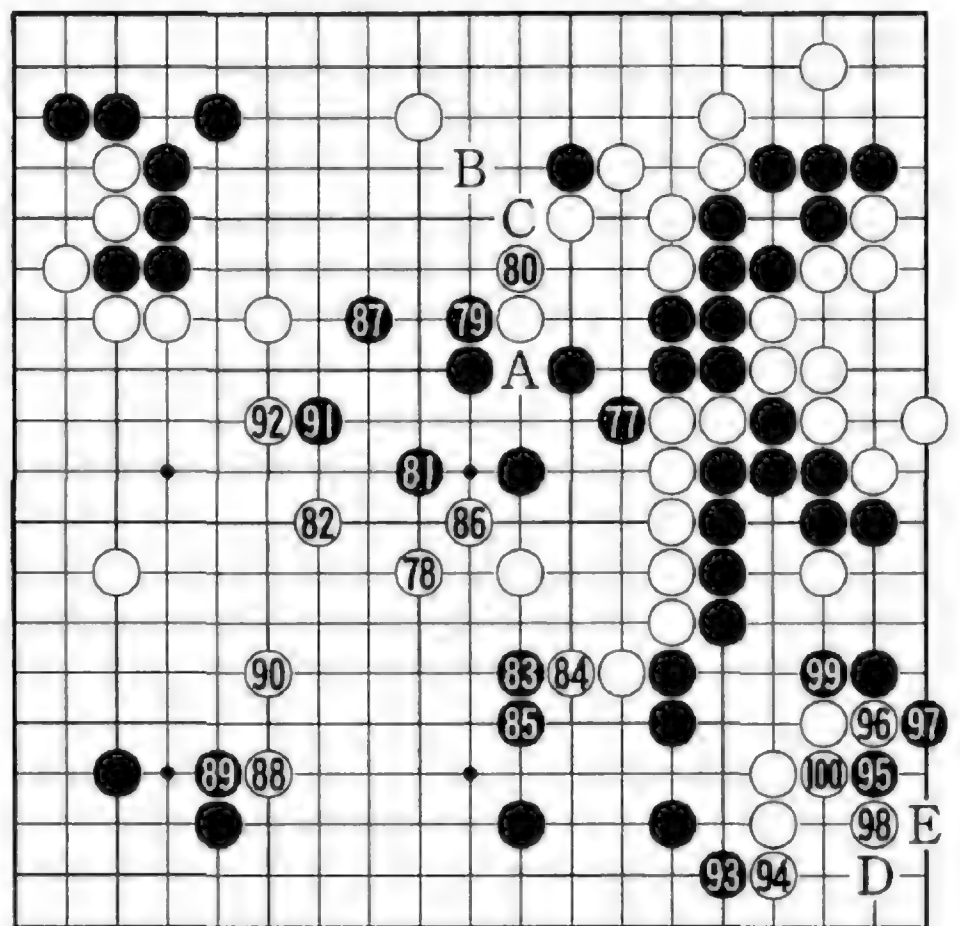
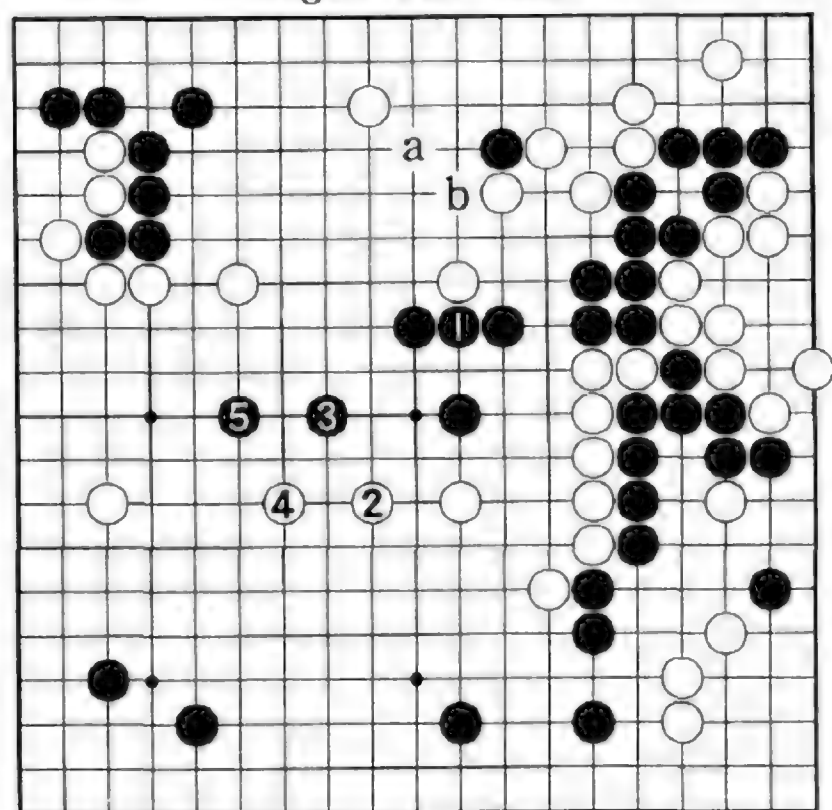


Figure 4 (77-100)



Dia. 2

Instead of 77, Black should simply have connected at 1 in Dia. 2. This way, if White attacks with 2, Black can take large strides out into the open with 3 and 5, a marked contrast to what happens in the game. Once Black settles his group, he can realistically aim at 'a' and 'b'.

Black tries to harass the corner with 95, but, concluding that he can't win the ko after 99 at D, White 100, Black E, he drops back to 99. White's lead becomes more definite when he secures certain life with 100.

In this game the older Kobayashi shows the benefit of greater middle-game experience.



The battle between the two Kobayashis ends in a one-sided victory for Koichi.
Watching (centre) is the referee, Kataoka Satoshi 9-dan.

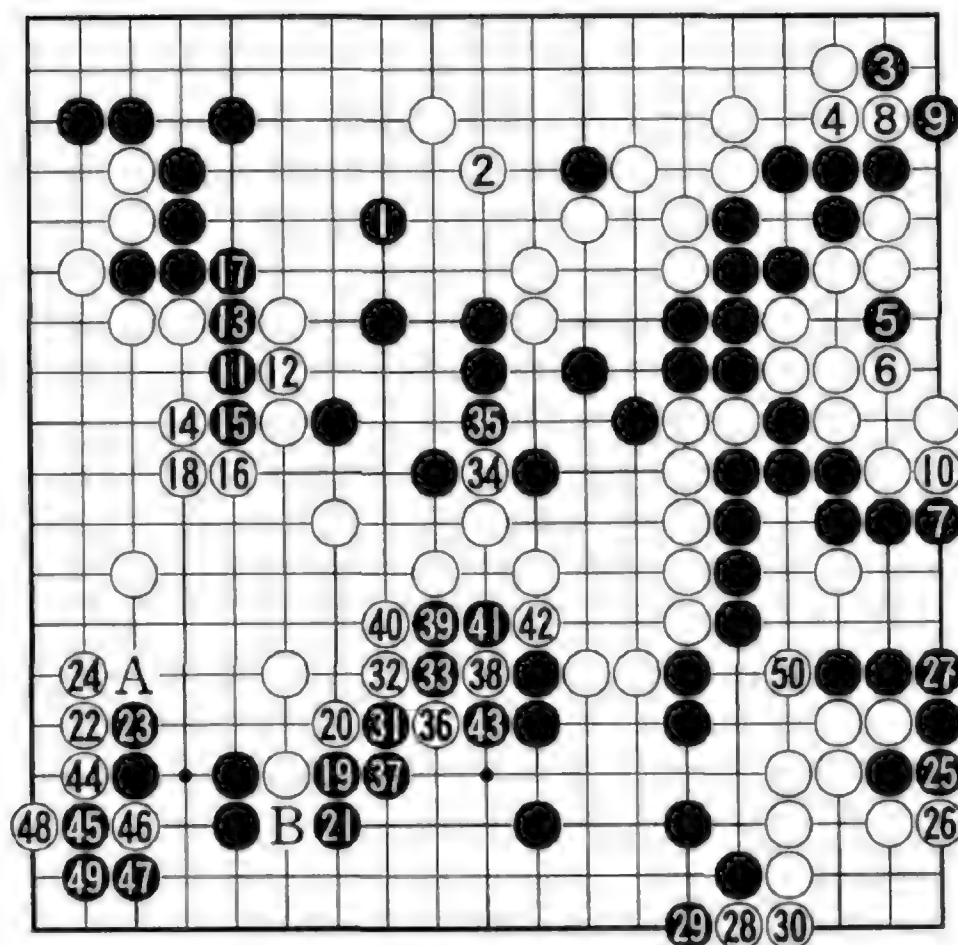


Figure 5 (101–150)

Figure 5 (101–150). Already decided

Black 19. Black A would also be big, but the game would still be bad for Black when White blocked at B. The game continued for over 100 moves after this, but at no time was White's lead in danger. Throughout this series Koichi's play was rock solid once he took the lead.

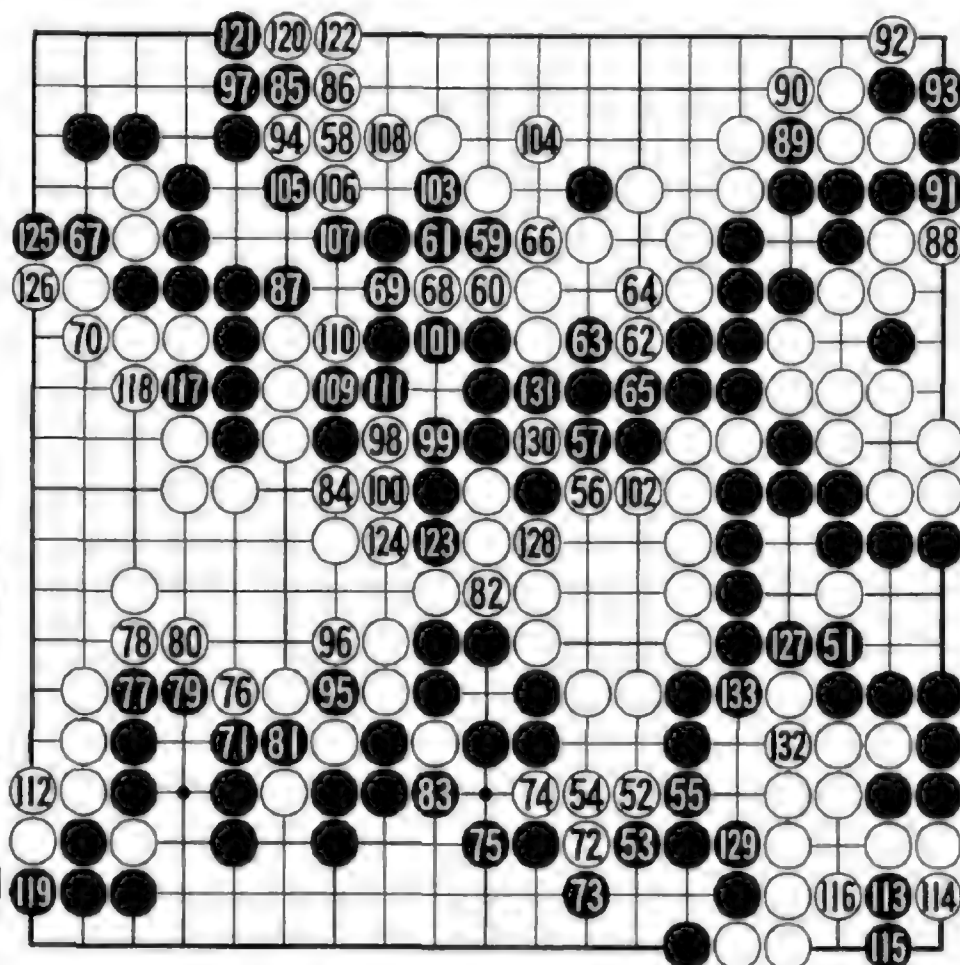


Figure 6 (151–235)

134: connects (below 130);
135: connects (below 95)

Figure 6 (151–235). Three in a row

Before this series began Satoru proclaimed that he was going to 'fight to the limit and make the title holder exert his real strength'. Unfortunately for him, Koichi was only too happy to oblige. In winning the series three

straight, he also won his third Gosei title in a row.

White wins by 10 1/2 points.
(Kido, October 1990)



Hane takes the Oza title to Nagoya.
(Cartoon by Ayuzawa Makoto)

38th Oza Title

Game Five

With a first prize of only ¥7,800,000 (about \$55,000), the Oza is not one of the major newspaper tournaments (it is actually ranked 6th out of the seven open titles), but the 1990

title match was of unusual interest for two reasons: it marked the end of the Kato dynasty which had endured for eight years, not to mention a unique 15-year record of longevity, and it witnessed the oldest title debut.

Kato had defeated the same challenger by a handy 3–1 margin the previous year, so he looked set to draw even with Takagawa's long-unchallenged record of nine successive wins in one title (the Honinbo title from 1952 to 1960). His loss not only left Takagawa's record intact, it also brought to an end the longest continuous title-holding record in Japanese go. Since winning the 1st Gosei title in 1976, Kato had always had at least one title to his name. No one else has come even close to matching this record.

The successful challenger, Hane Yasumasa, picked up his first open title at the age of 46. Hane, of course, has always been a solid player, winning places in two Honinbo and three Meijin leagues and twice winning the 9-dan section of the Kisei tournament, but the first spectacular success of his career came when he defeated Nie Weiping to win the 4th Japan–China Super Go series for Japan (see GW55). It may not be too fanciful to see this triumph as the springboard for Hane's title breakthrough, for he followed it by making his



first title challenge later in 1989 in the 37th Oza title. Perhaps the secret of his success is that he has never stopped studying.

Hane is an exponent of the high Chinese opening, which he played in three games in the title match. Appropriately enough, it featured in the game with which he took the title.

White: Kato Masao Oza

Black: Hane Yasumasa 9-dan

Komi: 5 1/2; time: 5 hours each.

Played in Tokyo on 19 November 1990.

Commentary by Hane.

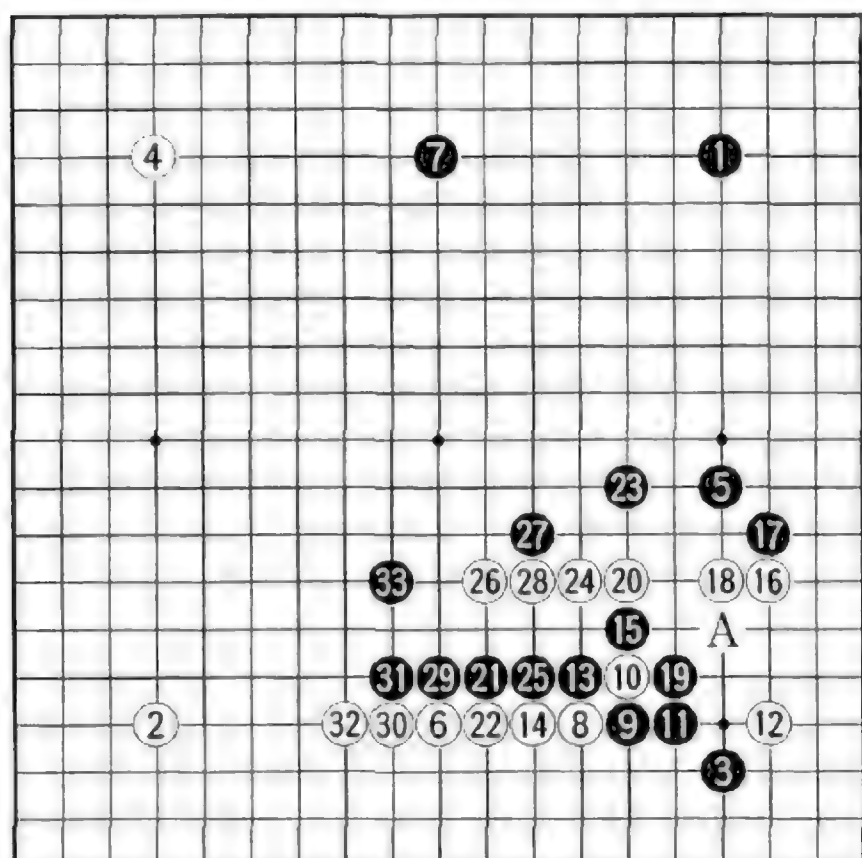
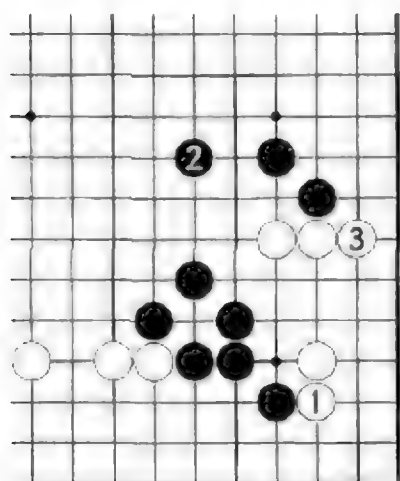


Figure 1 (1-33)



Dia. 1

Figure 1 (1-33). Kato's new move

White 12 is a new move. In the same fuseki in the fourth game, Kato played 12 at 13, letting Hane play A.

White 20. White could also live as in *Dia. 1*, but Kato doesn't seem to like cozy little groups like this.

Black 31 may seem to help White enclose fourth-line territory, but it is essential. If Black

simply capped at 33, White 31 would ruin his shape.

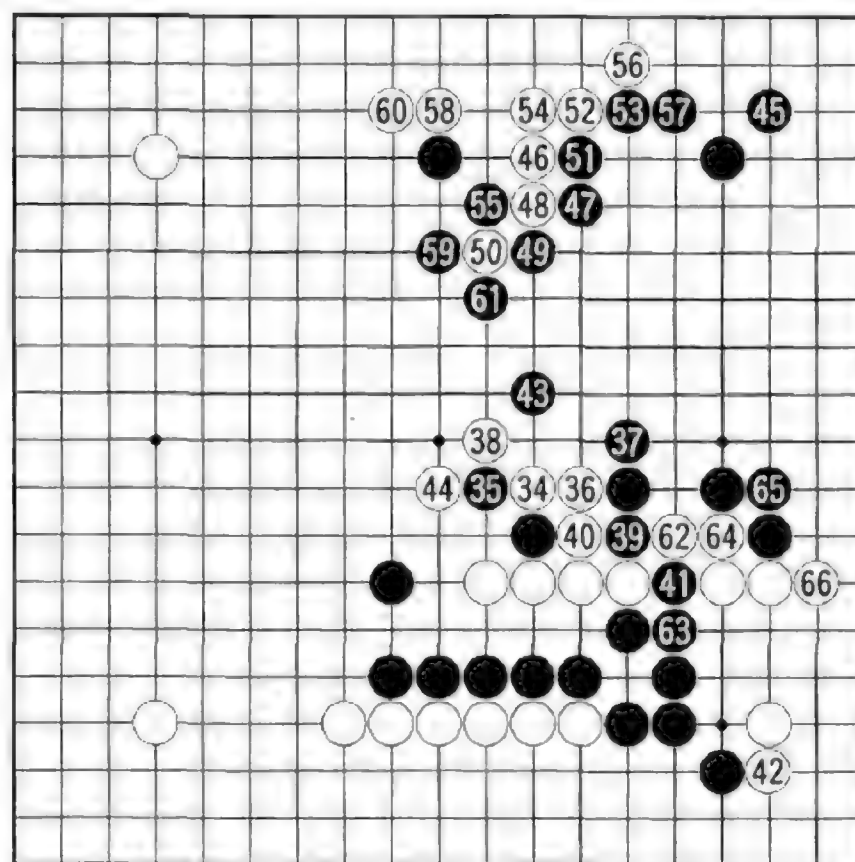
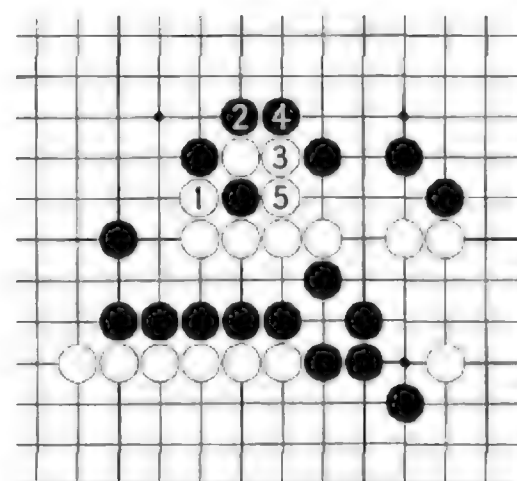


Figure 2 (34-66)



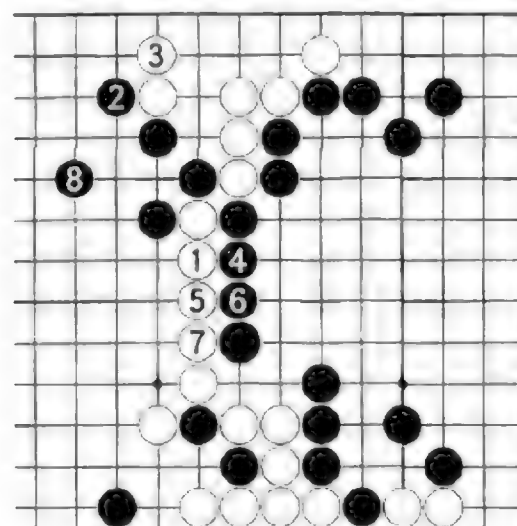
Dia. 2

Figure 2 (34-66). A free ponnuki

White 36. White 1 in *Dia. 2* is what Black wants.

Up to White 42 both sides were satisfied.

White 60, permitting a ponnuki, surprised Hane. Presumably Kato hated the idea of living submissively with 3 in *Dia. 3*. Giving away ponnukis seems to have become the fashion since Kobayashi did it in the Meijin title.



Dia. 3

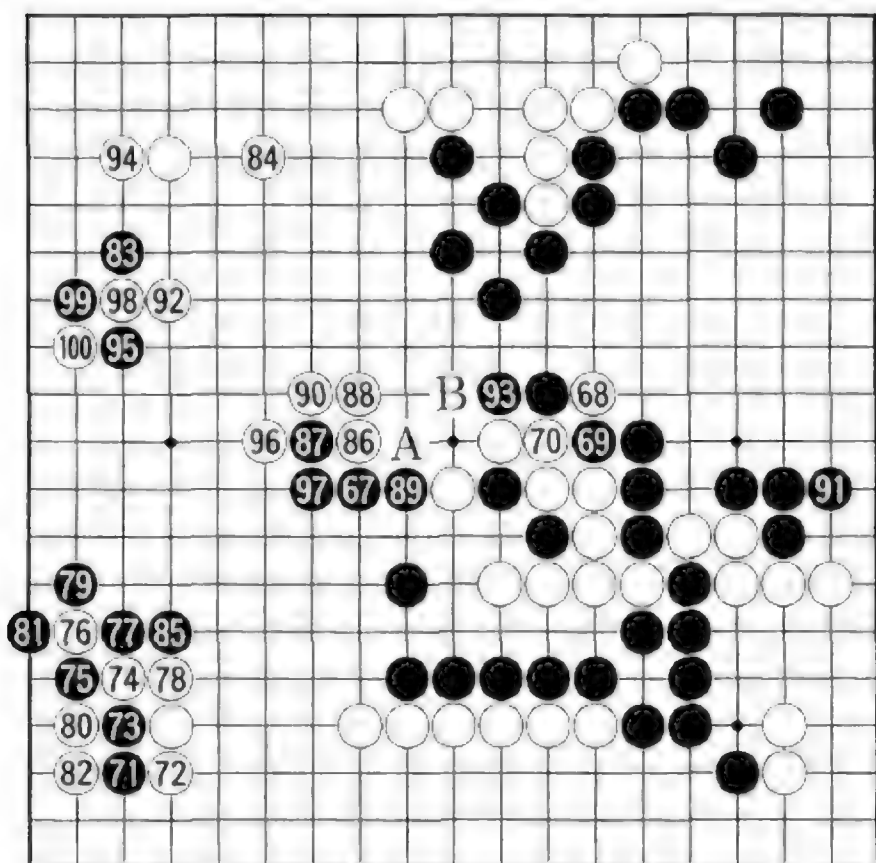
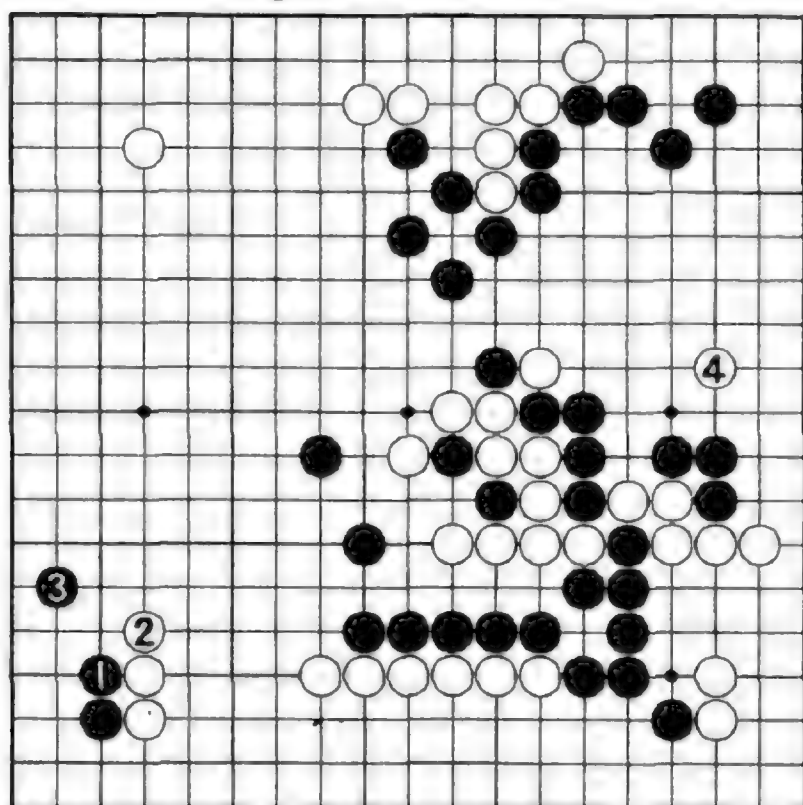
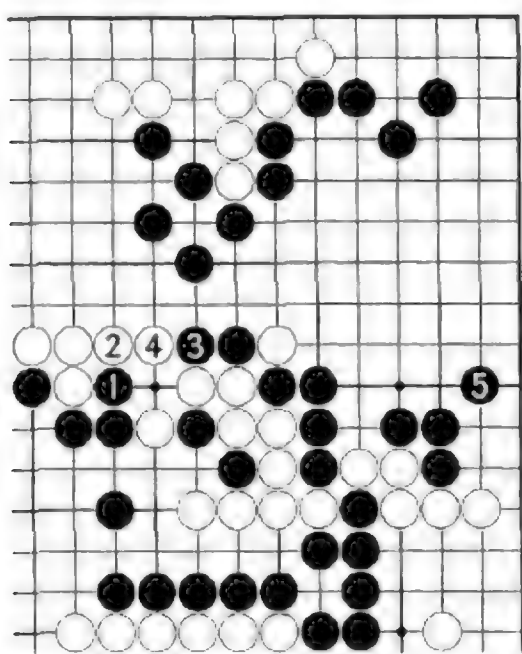


Figure 3 (67-100)



Dia. 4



Dia. 5

Figure 3 (67-100). Waiting for the bomb to drop

Black 71. Black has bad aji in his upper right territory, but he can't take the time to reinforce it.

Hane was glad Kato didn't take sente with 2 in *Dia. 4*, then drop his bomb at 4. He couldn't see an adequate answer to the invasion.

White 90. A good move which Hane overlooked. He expected White A and planned to peep at B.

Black 91 fails to defend his territory. Black should force with 1 and 3 in *Dia. 5*, then defend more effectively with 5.

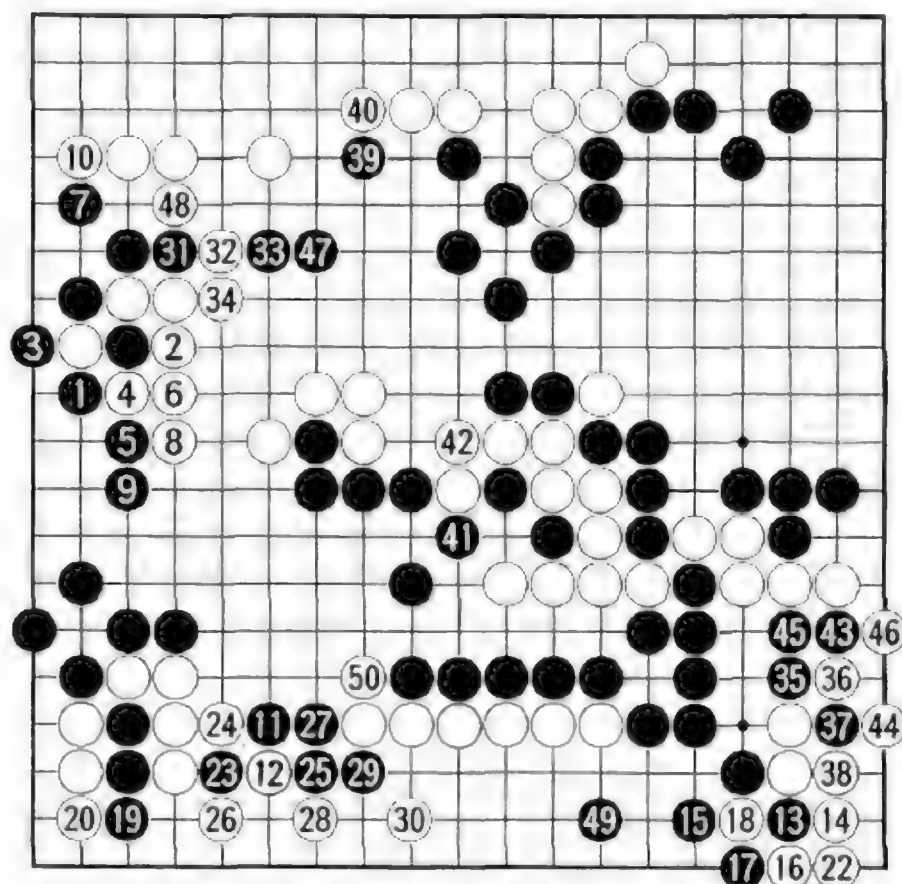


Figure 4 (101-150)

21: ko

Figure 4 (101-150). Close but —

The game becomes close when Black secures territory up to 9. When he continues by flattening out White's bottom position with 11 on, then springs the 35-37 combination on him, he may even take the lead. The only problem is the time bomb ticking away on the upper right.



Kato Masao

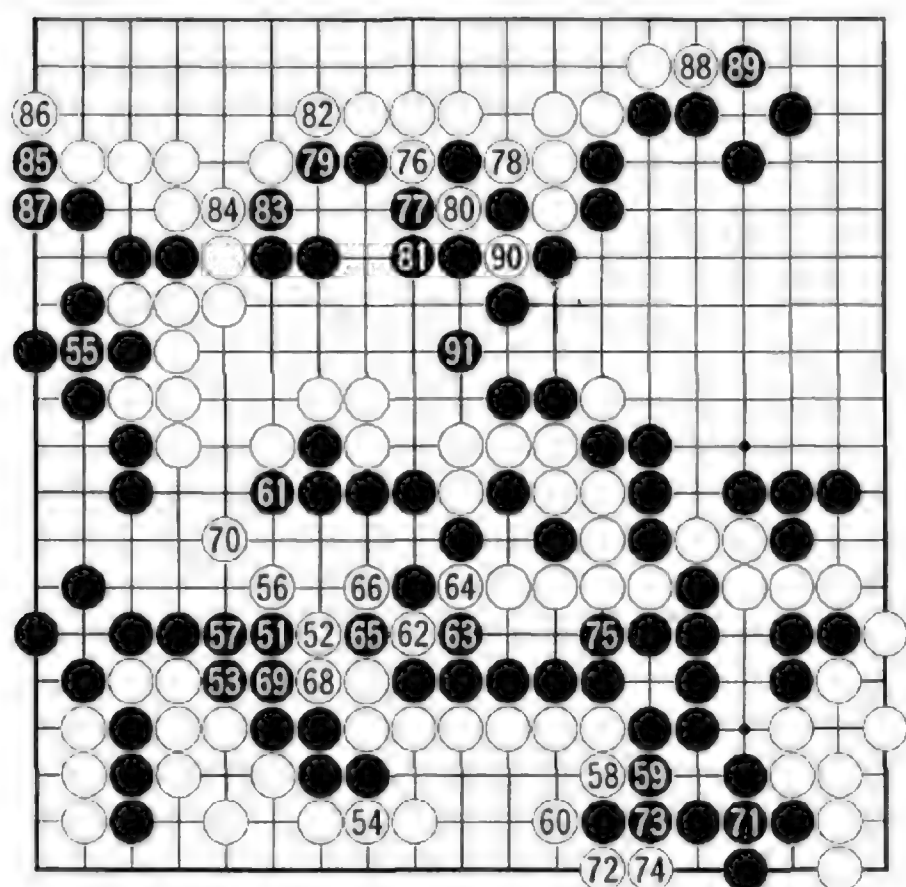


Figure 5 (151-191)

67: connects (at 62)

Figure 5 (151-191). Mistakes by Hane

Black 57. Bigger to jump in to the left of 60, even though that would let White capture four stones with a throw-in at 69. Being reduced to minimal eye space up to 75 is painful.

Black 79. Better to connect solidly at 80. Giving White 90 is bad.

Black 85 could have lost the game: better to block at 88.

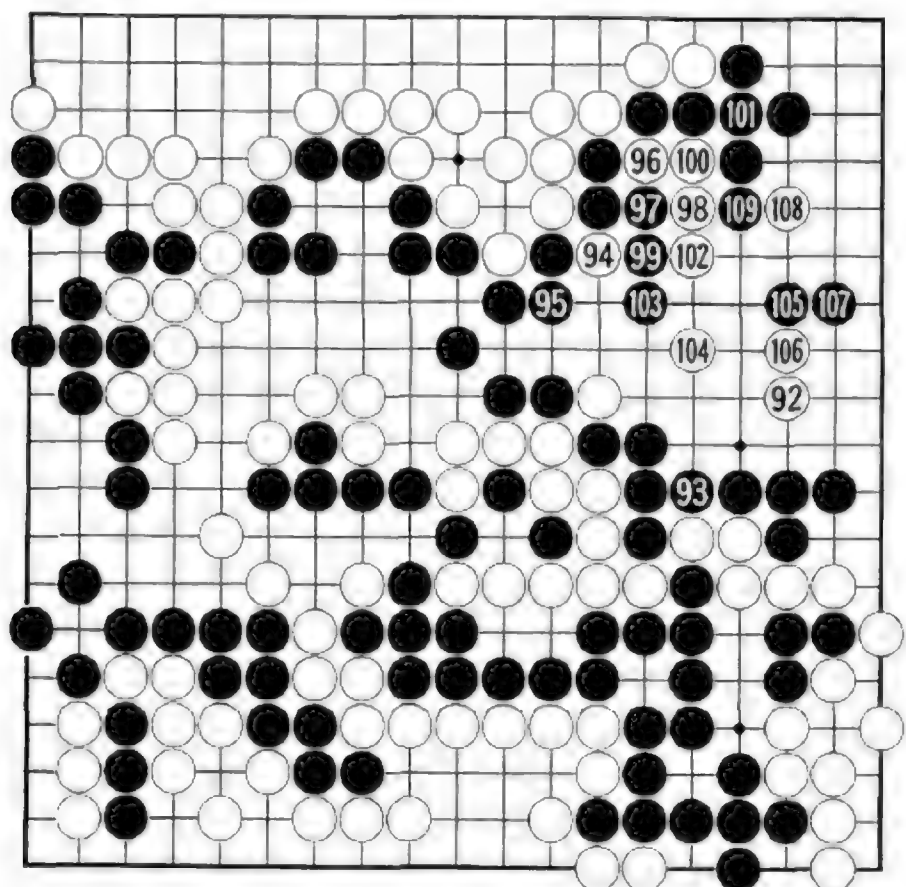


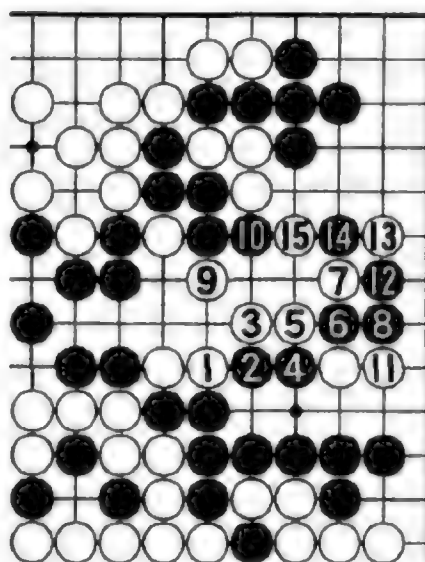
Figure 6 (192-209)

Figure 6 (192-209). The bomb is wasted.

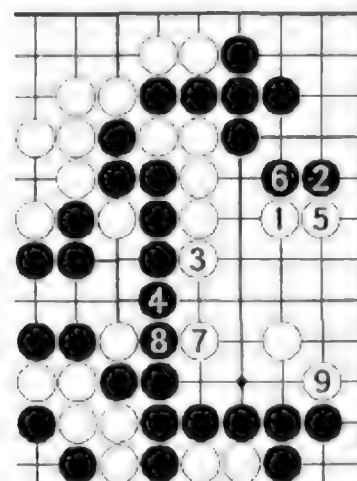
White finally drops the bomb. The conclusion after the game was that 92 should work. Kato spoils everything with 102: he

could have lived with 1 in *Dia. 6*. If Black keeps on resisting, the coup de grace is the double atari of 15.

Unfortunately for Kato, he was already out of time, so he couldn't read everything out. Usually you would expect him to be in his element in a situation like this.



Dia. 6



Dia. 7

The actual losing move is White 104. White could still have lived if he had followed *Dia. 7*.

At first glance White 104 may look like a tesuji, but White can't live after Black 105.

When Kato resigned, he found himself, for the first time in his career, a simple 9-dan.

White resigns after Black 209.

(Kido, January 1991)

Oza Prize Money

1st: ¥7,800,000

2nd: ¥1,560,000

Match fee. Title holder: ¥2,250,000

Challenger: ¥1,500,000

16th Tengen Title**Game Four**

1990 was not a year of unmixed success for Kobayashi Koichi: he succeeded in his title defences but failed in his challenges. His worst performance was against Rin Kaiho in the Tengen title match, in which he could only win one game.

This was the first title match between these two, and the result suggests that Kobayashi will have to be careful if Rin becomes the Kisei challenger. Prior to this match, career results between the two had been almost equal, with

Rin leading by one game, 21–20, by virtue of his win in the semifinal of the 3rd Fujitsu Cup.

When he was young, Rin was mainly a territorial player, but after losing his titles to another territorial player, Ishida Yoshio, he rebuilt his game and became a much more attacking player, with a greater emphasis on influence. Since Kobayashi likes territory, the deciding game of the title match provides a good contrast between profit and thickness.

White: Kobayashi Koichi Kisei

Black: Rin Kaiho Tengen

Komi: 5 1/2; time: 5 hours each.

Played in Kobe on 10 December 1990.

Commentary by Otake Hideo 9-dan.

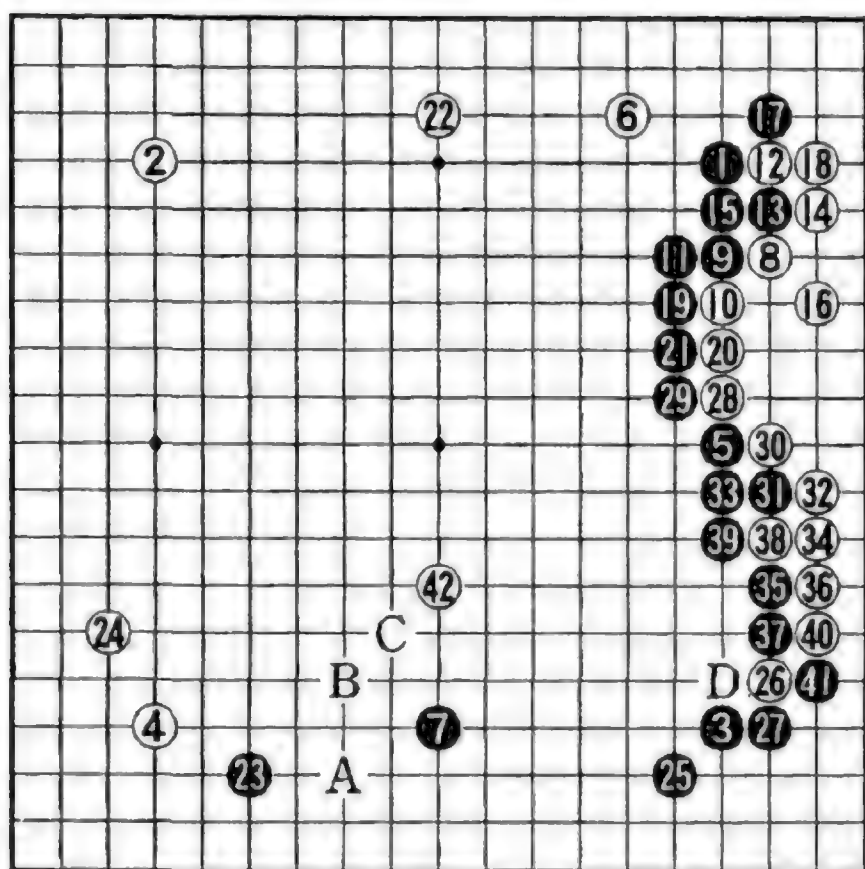


Figure 1 (1–42)

Figure 1 (1–42). A powerful wall

The nature of this game is determined by the enormous wall Black builds on the basis of the joseki in the top right corner.

White 26 is a turning point. If White invades at A, the stone Black has just played at 25 will probably work effectively. White could also consider reducing the bottom moyo with B, but instead of defending underneath Black might strike from the centre with C. White therefore decides to grab territory on the right side with 26 and 28, the premise being that he will reduce the moyo with 42.

Black has no choice but to go along with White, but building a wall from the top of the board to the bottom can't be bad. Note that Black 41 is better than compromising with D.

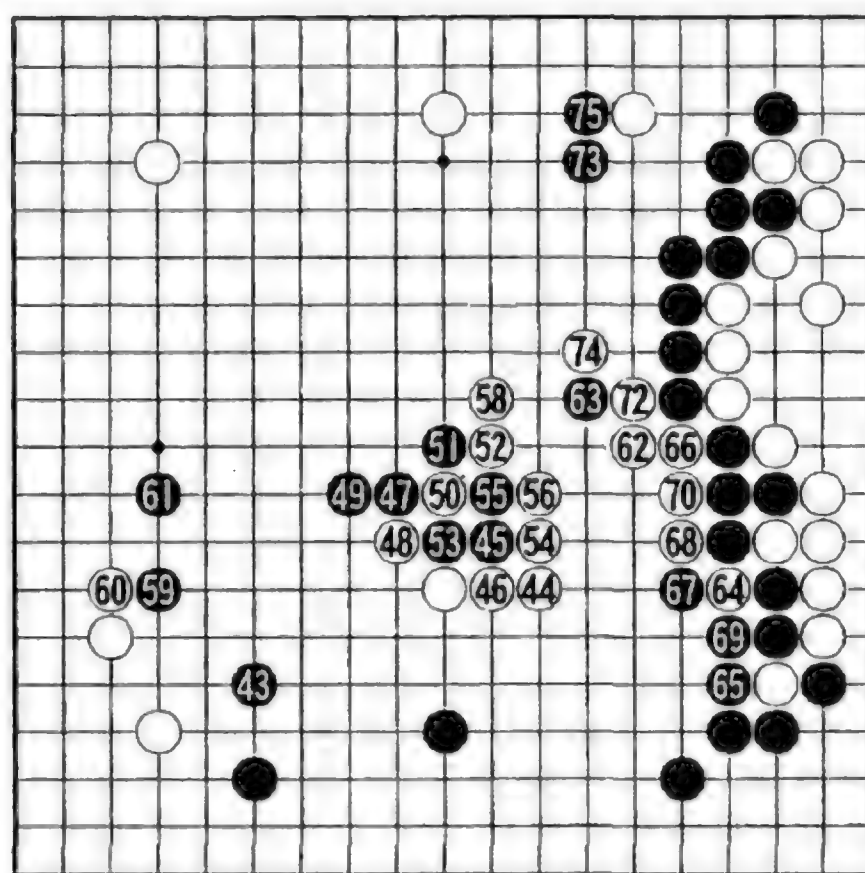


Figure 2 (43–75)

57: connects (at 50); 71: connects (at 64)

Figure 2 (43–75). Safe in the centre

White more or less settles his centre group with the squeeze of 56 and the peep at 62, but Black is satisfied with his successive moves at 73 and 75.

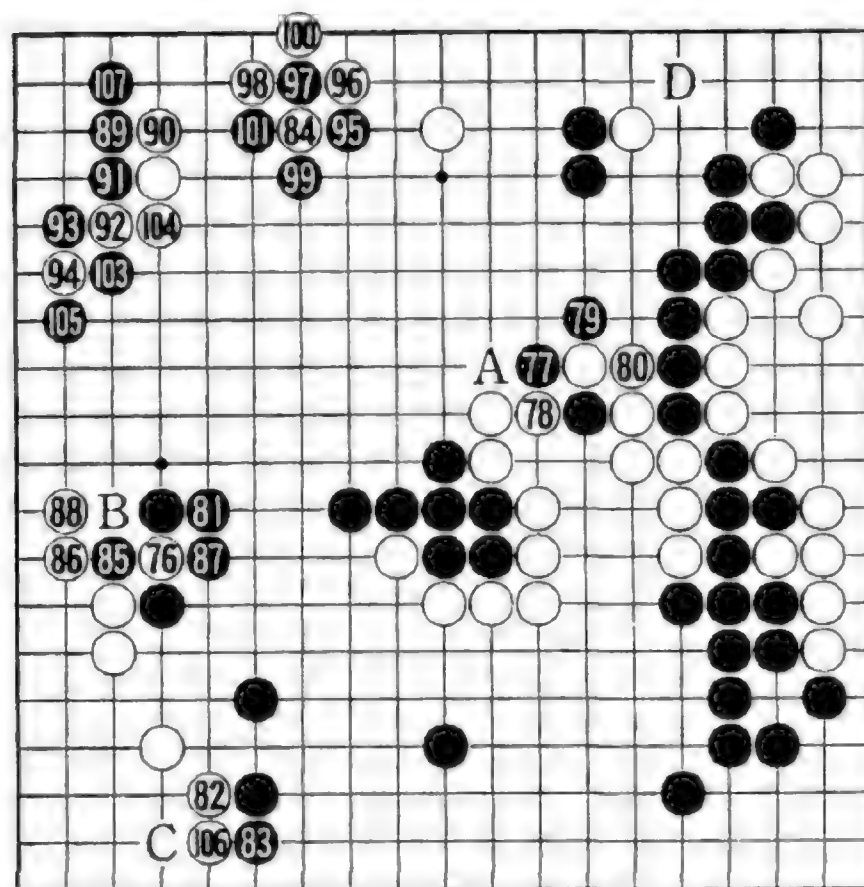


Figure 3 (76–107)

102: connects (at 97)

Figure 3 (76–107). The losing move

Black 77 and 79 are well-timed. Black gets a good continuation at A, so an invasion at the top will be all the severer.

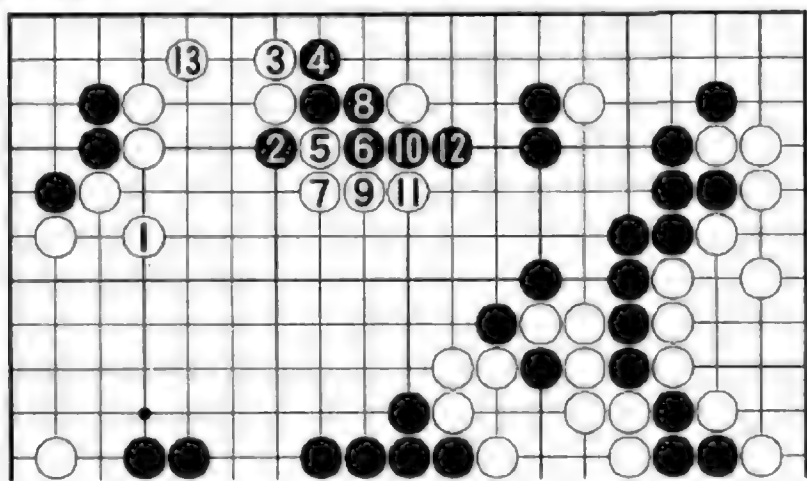
Black 81 is also a good move; if White answers at 87, Black will descend at B.



Rin Kaiho defends the Tengen title. Surprisingly, this was his first successful defence in a best-of-five or best-of-three. Throughout his career Rin has been a specialist in the top titles, especially the Meijin. He has only won the Asahi Meijin title once, but he dominated the Yomiuri Meijin title, winning it for half of its fourteen terms and playing in ten of the title matches.

White plays 82 because he wants to keep sente to extend at 84 at the top, but this leaves the corner weak. The proper move for 82 is C.

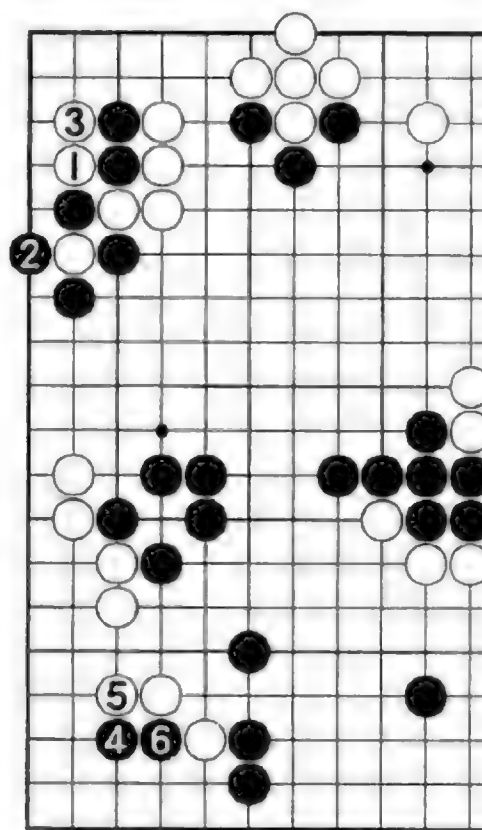
Black's tenuki of 95 shows Rin's skill. This move is a probe, one aim of which is to militate against the threat of White D on the top right.



Dia. 1: a close game

The way White answers submissively with 96 on shows that Kobayashi believes he is ahead. Otake commented that he would have preferred to follow Dia. 1. This swap would give a close game.

Black 103. Capturing here after playing so many forcing moves is very satisfying for Black.



Dia. 2: even chances

White 106 is the losing move. Kobayashi's judgement is badly astray: White 1 in Dia. 2 is much bigger. Black can invade the corner with 4, but it would still be an even game. Black secures a small lead with 107.

This kind of misjudgement is not typical of Kobayashi. Rin was generous enough after the match to suggest that he may have been tired from his hectic schedule.

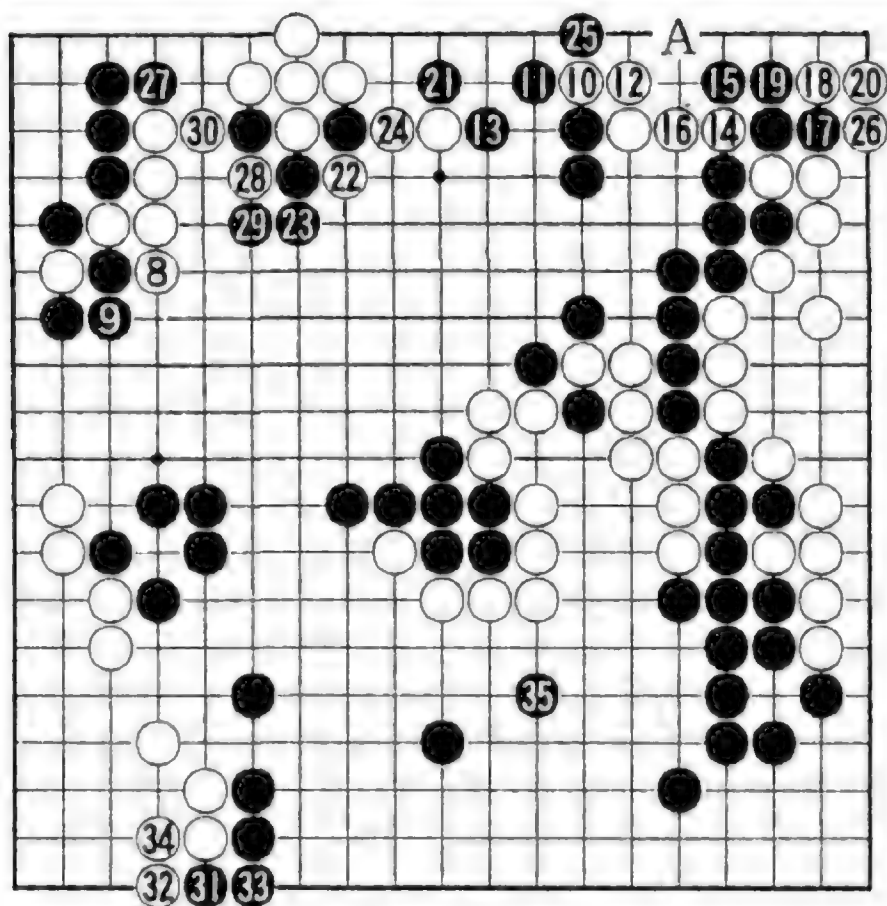
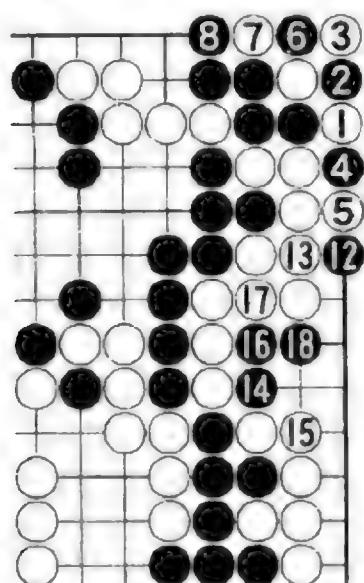


Figure 4 (108-135)



Dia. 3: disaster

9: at 4; 10: ko; 11: connects

Figure 4 (108-135). The issue is decided.

White does not profit very much from 10 on, as Black gains from playing 13 and 21 on. Note that White 20 is the only move — if Black answers by blocking at 26, White plays A and wins the semeai.

Just for interest, Dia. 3 shows what happens if White plays 20 at 26. Black's successive throw-ins set up a disastrous ko.

Black 35 decides the game: there is nothing left to fight over.

Figure 5, Figure 6

The game ends with neither player occupying A in Figure 6, though it is worth one point. Both of them must have been tired. Rin noticed it when he was filling in the dame, so he got to make the connection, thus gaining a point after the 'real' game had finished.

Black wins by 3 1/2 points.

(Kido, February 1991)

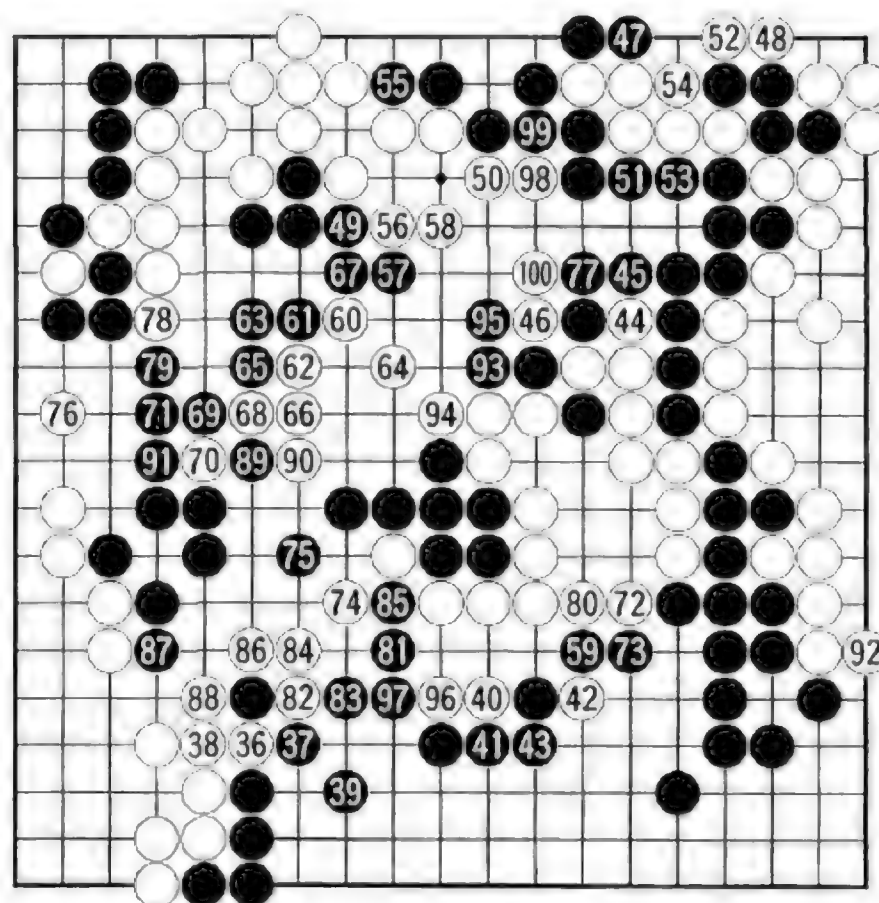


Figure 5 (136-200)

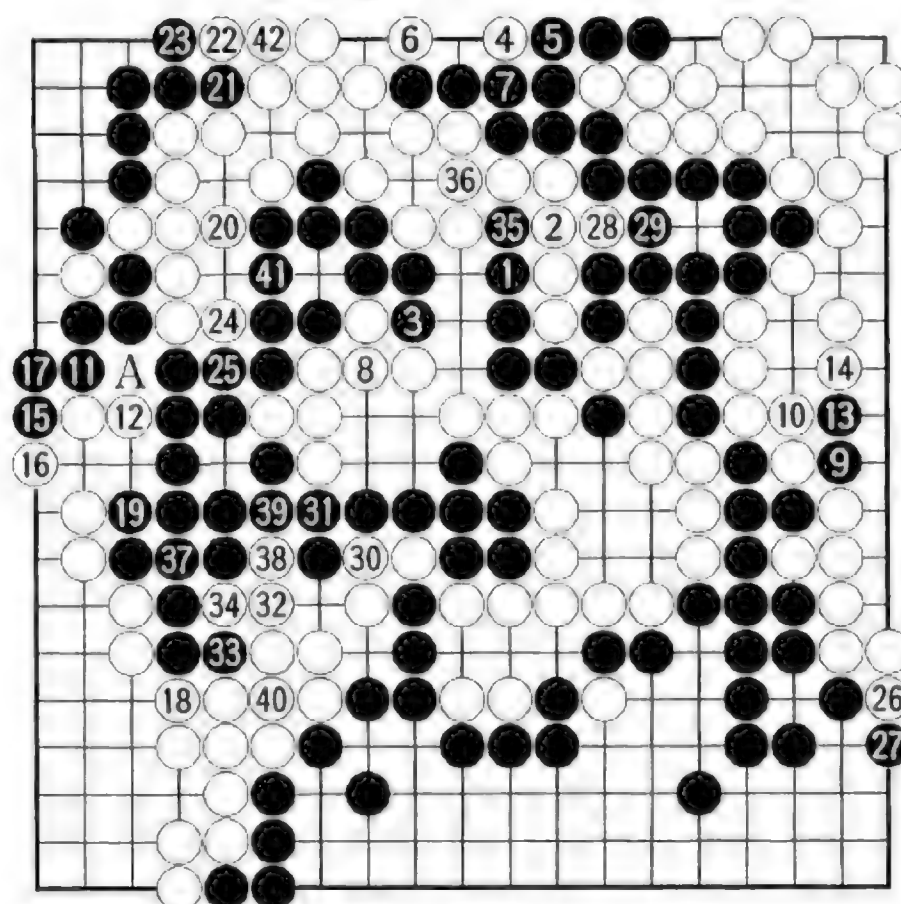


Figure 6 (201-242)

'I really felt the depth of Rin's go,' said Kobayashi with feeling after the game. 'I don't think it's generally realized just how strong he is.' Even though he lost, however, his Tengen challenge culminated a year in which Kobayashi really dominated the Japanese tournament scene.

Tengen Prize Money

1st: ¥7,700,000

2nd: ¥1,540,000

Match fee — title holder: ¥2,100,000
challenger: ¥1,400,000

9th Women's Honinbo Title, Game Three



Nakazawa Ayako, the new star of women's go in Japan

This is the game in which nineteen-year-old Nakazawa Ayako 1-dan became the first teenager and the first 1-dan to take a women's title in Japan. She clinched the title by defeating the defending champion, Kusunoki Teruko 7-dan (born in 1939), 2-1. With her victory, the rejuvenation of Japanese women's go was complete, since at the time Aoki Kikuyo 3-dan, aged 22, held the Women's Meijin title and Sakakibara Fumiko 2-dan, aged 20, held the Women's Kakusei Cup. Their triumphs came after a decade mainly dominated by the veteran women players.

In both the games she won, Nakazawa fought back stubbornly after making bad starts. The deciding game, given below, is quite complicated, but unfortunately we do not have space for a detailed commentary.

White: Nakazawa Ayako 1-dan

Black: Kusunoki Teruko 7-dan

Komi: 5 1/2; time: 4 hours each.

Played at the Nihon Ki-in on 10 December 1990.

Commentary by Takemiya Judan.

Figure 1 (1-50). *An ineffective attack*

Takemiya wanted to see White play a probe at A at some point after the joseki in the bot-

tom right corner. If Black answers at B, White A becomes a useful forcing move; if instead Black C, she has no satisfactory answer to White D.

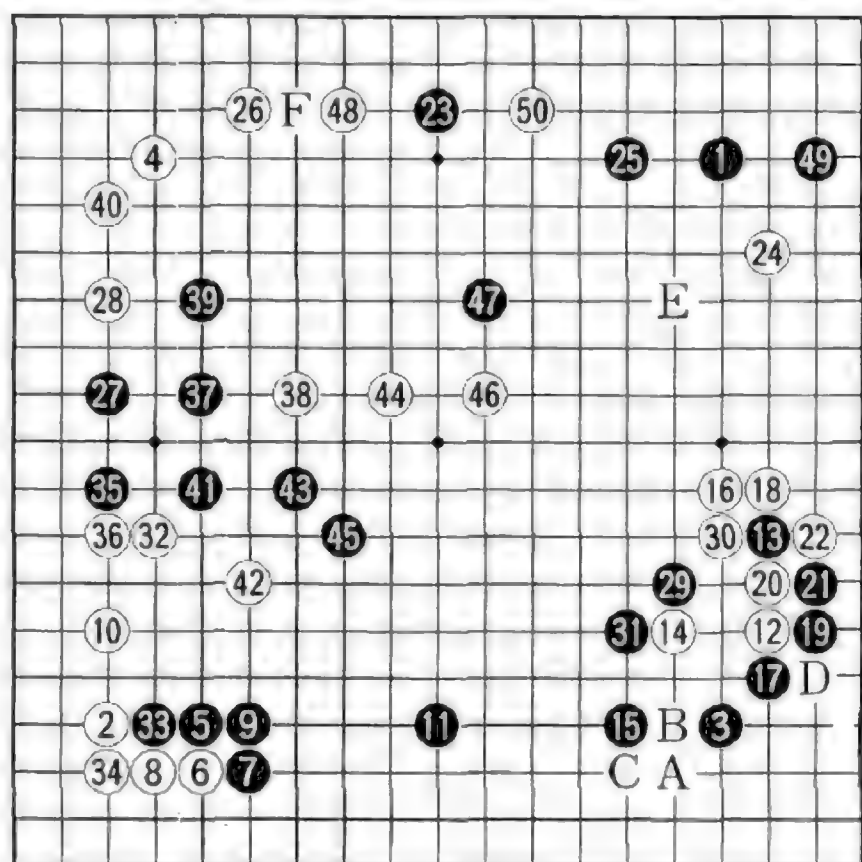
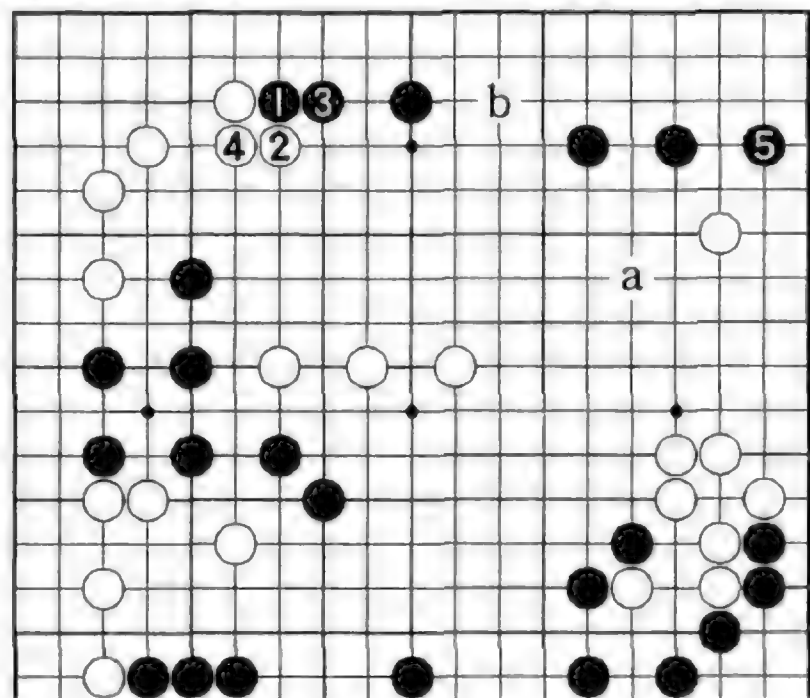


Figure 1 (1-50)

White 38 is a bold move, typical of the youthful Nakazawa, but it is skilfully parried by the more experienced Kusunoki. White's attack runs out of steam after 39 to 45 and she is left with some floating stones in the centre.

White 48 feels right. Black should have used 47 to send out a reconnaissance plane to 'a' in *Dia. 1* or to force with the sente moves of 1 and 3, the aim being to build thickness and discourage White from invading at 'b'. Black could then go for territory by defending the 3-3 point with 5.



Dia. 1: a superior strategy for Black

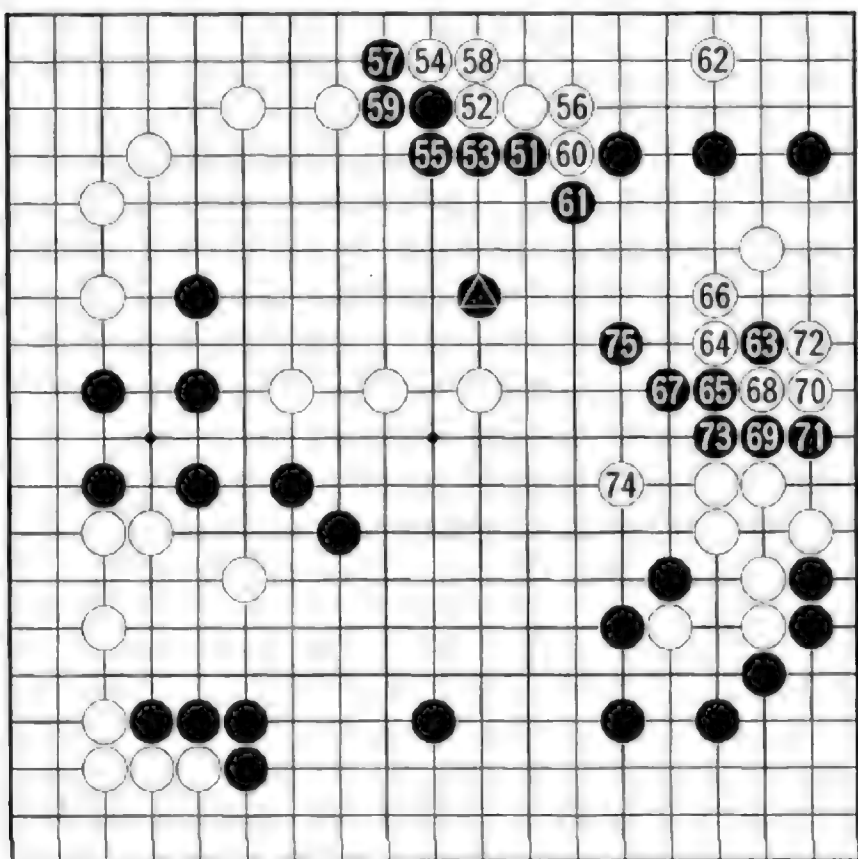
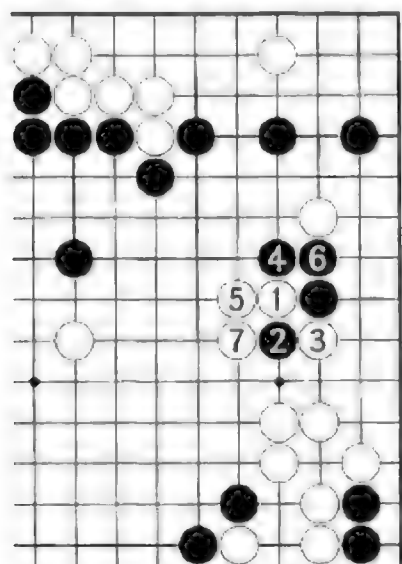


Figure 2 (51-75)



Dia. 2: standard counter

Figure 2 (51-75). White's overplay gives away her advantage.

Black 55. Since Black is ahead, she could simplify by blocking at 56.

After the sequence to 61, Black's marked stone has become overconcentrated, so White is doing well.

White 64 and 66 show a lot of nerve. The usual way of dealing with this invasion is to crosscut with 1 and 3 in *Dia. 2*, giving up a stone. White 66 is too heavy.

Splitting White into two with 67 on is good for Black.

Figure 3 (76-110). Slack moves

Black 81 is severe: White barely manages to get two eyes. Black has the lead.

Black 97, forestalling A, is a thick move, but it may be slack. Jumping to Black 98 instead would make good aji.

Black 103. The exchange for White 104

turns out to be bad for Black: it invites White 16 in Figure 4 and creates the aji of White B in this figure.

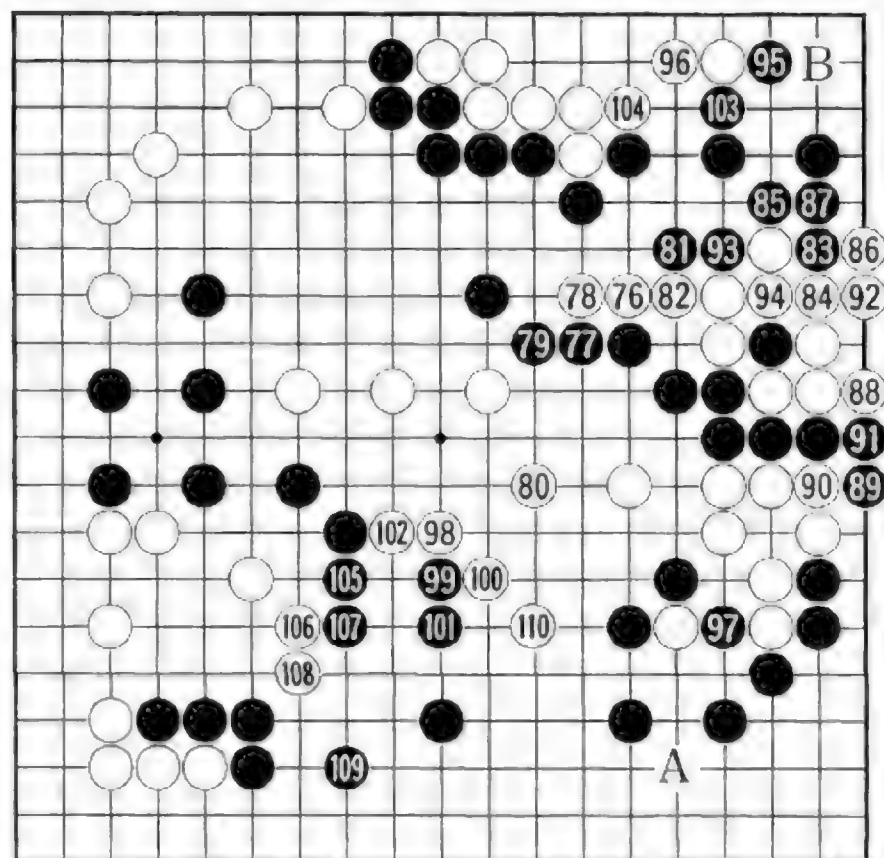


Figure 3 (76-110)

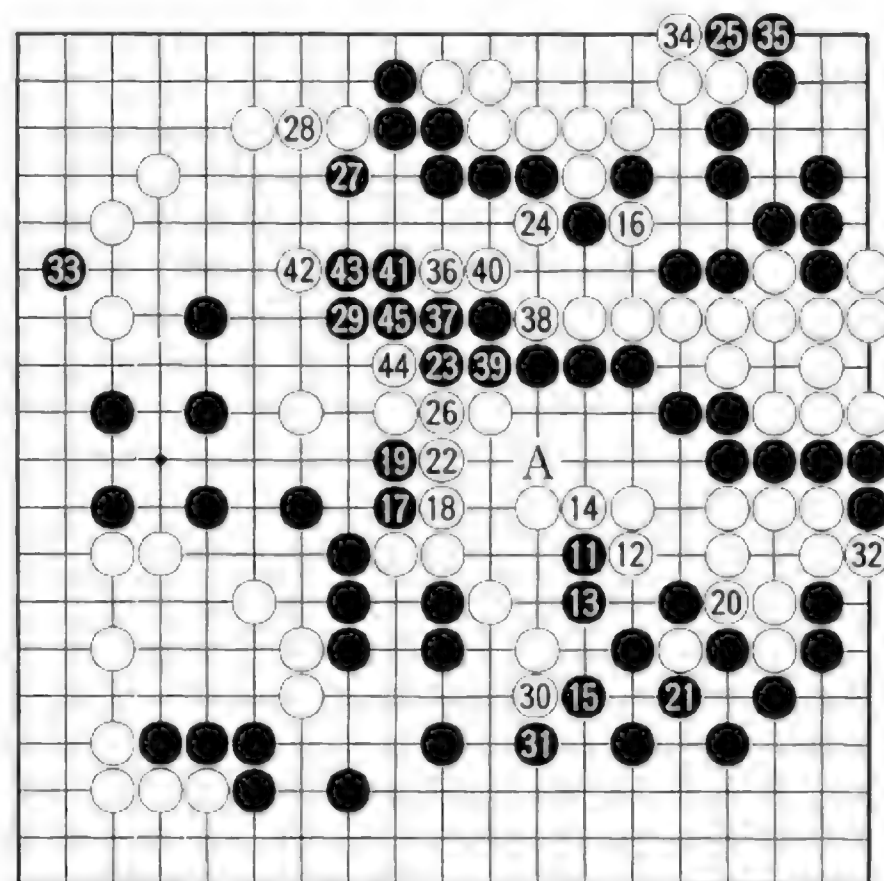


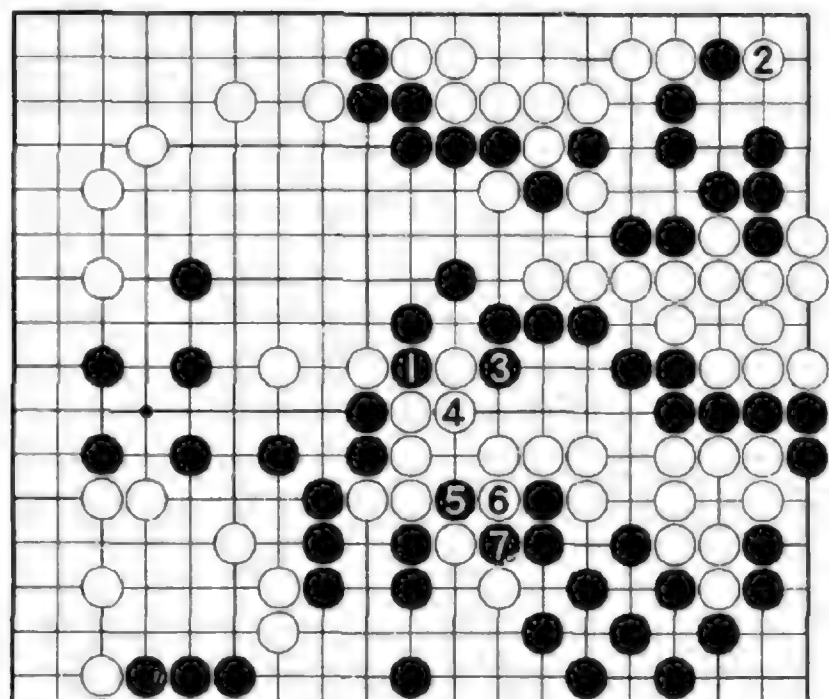
Figure 4 (111-145)

Figure 4 (111-145). Nakazawa starts to fight.

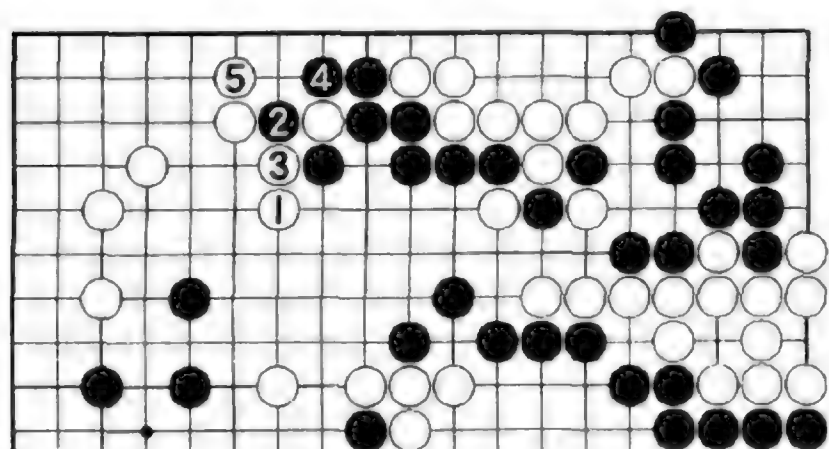
Black 25. Black must cut at 1 in *Dia. 3*. If White 2, Black kills the centre group with 3 to 7. Even though she misses this chance, however, Black is still ahead.

White 28. Takemiya had an instructive comment. 'In this kind of position, White must dodge to 1 in *Dia. 4*, sacrificing a stone. Connecting with 28 is too submissive.'

Black 29 is a superb point. If Black seals in the white group, she can steal its eyes with Black A.



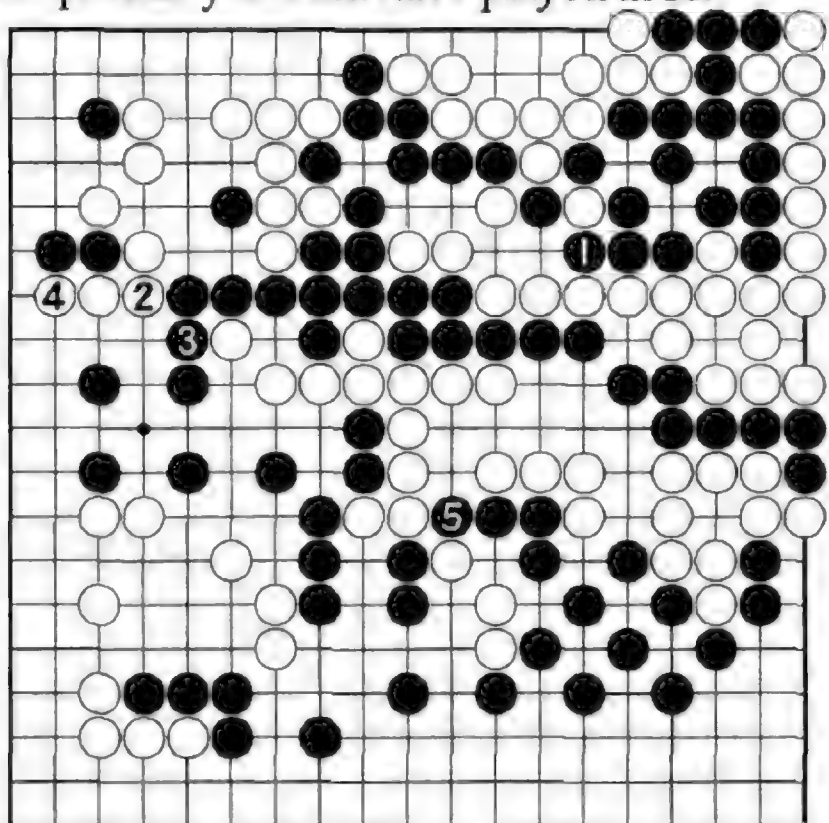
Dia. 3: Black's chance



Dia. 4: a matter of technique

White seems to be no longer in the game, but this is where Nakazawa starts to fight. White 32 is a key move. It astonished her fellow professionals, who wondered why she was bothering about a four-point endgame move at this stage of the game, but actually it was the forerunner of a great upset.

Mind you, nothing would have happened if Black had used 33 to reinforce at 38. White's successive blows at vital points with 36, 38, and 42 mess up Black's shape. Even with 37, Black probably should have played at 38.



Dia. 5: a win for Black

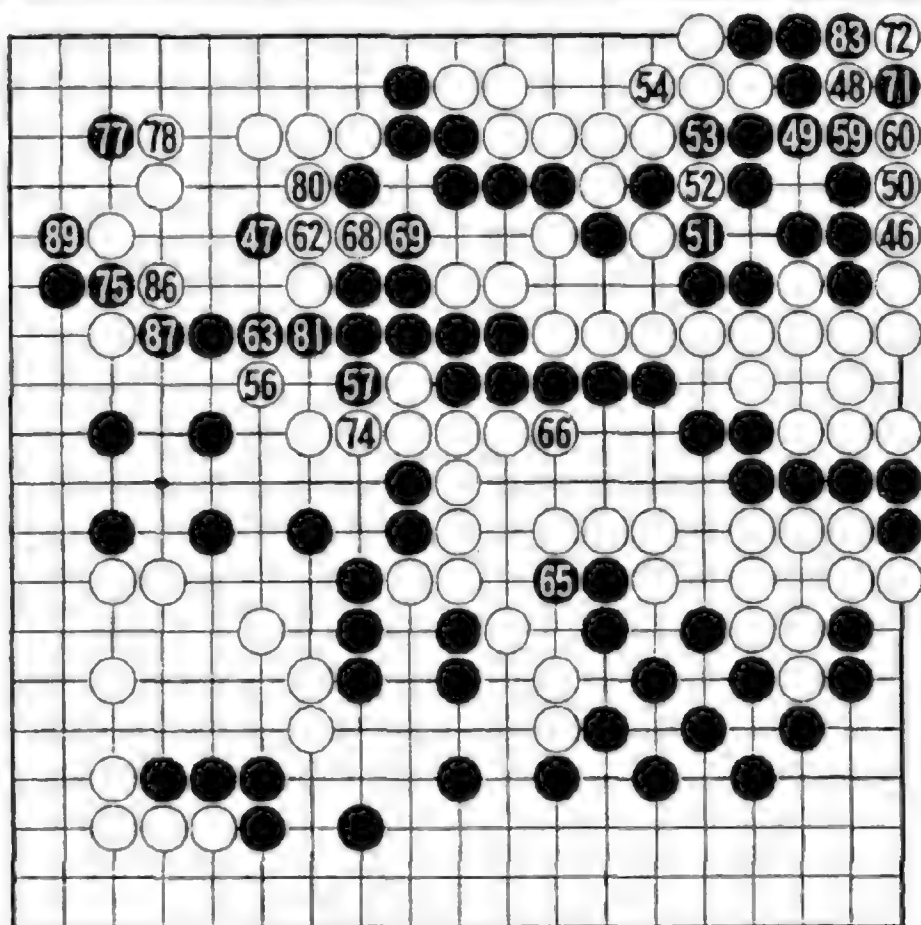


Figure 5 (146-190)

ko (around 52): 55, 58, 61, 64, 67, 70, 73, 76, 79, 82; 84: connects (at 71); 85: ko; 88: ko; 90: connects ko (left of 52)

Figure 5 (146-190). The upset

White 46. It is Nakazawa's turn to miss a decisive move. If at 63, Black most likely would be unable to save the centre group.

White gets a ko in the top right corner, fought by both sides in byo-yomi.

Black 87. If Black ended the ko with 1 in *Dia. 5*, she would win. White gets a lot of unexpected profit with 90. Apparently Kusunoki had miscalculated the score.

The game is over after White 90.



Kusunoki lets slip her chance to take the Women's Honinbo title for the sixth time.



At the Women's Honinbo Award Ceremony

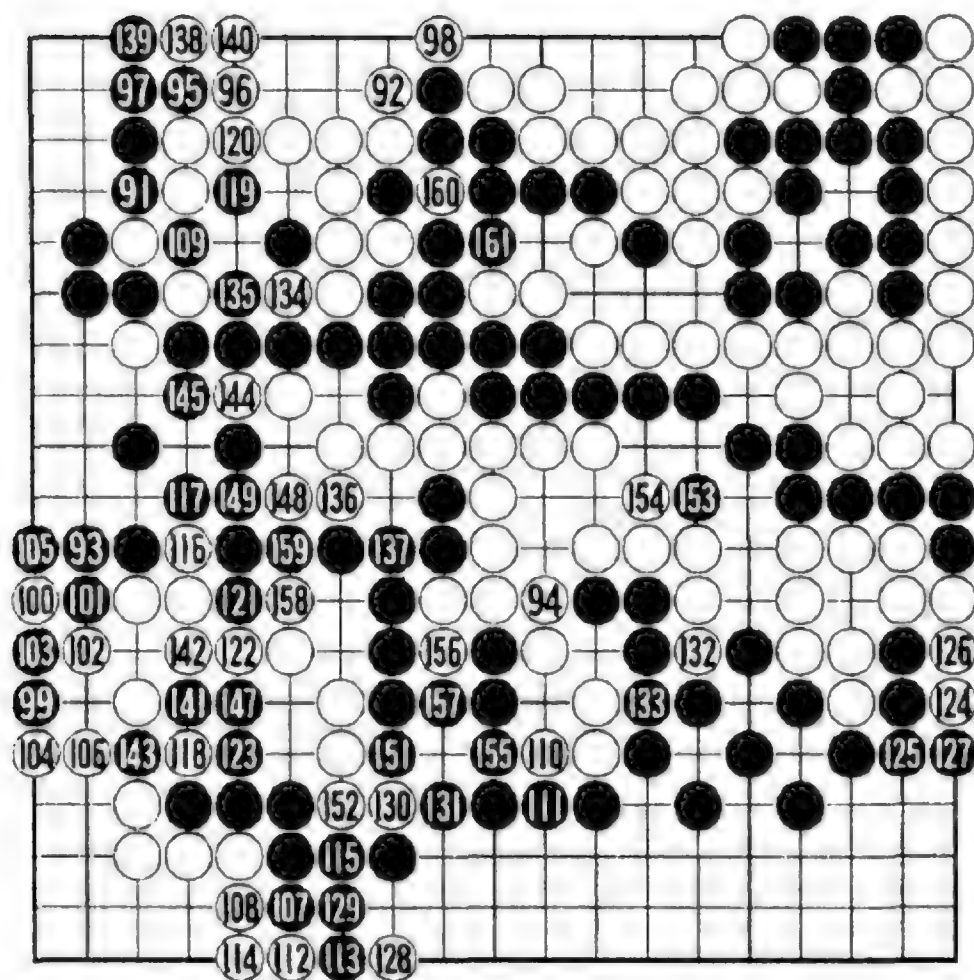


Figure 6 (191-262)

146: ko (at 118); 150: connects (at 143);

162: connects (left of 160)

Figure 6 (191-262). A new champion

In byo-yomi, both sides make mistakes in the endgame, but White pulls further ahead.

Nakazawa was outplayed for the larger part of this game, but she showed that when it comes to the crunch she's a fighter.

White wins by 6 1/2 points.

(Kido, February 1991)

It will be interesting to see if Nakazawa continues to develop. She has a cool, self-possessed attitude that will be a great competitive asset. She doesn't lack for self-confidence either. When she lost the first game of the title match, she calmly announced that she would win the next and was as good as her word. Even when the position is bad for her, she remains confident.

Nakazawa certainly took a big stride forward during 1990. The preceding year her results were 3-7, which helps to explain why she's still a shodan (shodans are not allowed to play in the Oteai unless they score at least five wins in the newspaper tournaments), but in 1990 she improved this to 23-10, the best record for a woman player. Besides defending her title, her main target for this year will be earning promotion to 2-dan.

In her spare time, Nakazawa listens to jazz and studies English. She is quite a good English speaker, so we may see her on overseas instruction tours in the future.

Women's Honinbo prize money

1st: ¥4,300,000

2nd: ¥1,350,000

Match fee. Title holder: ¥550,000

challenger: ¥360,000

Continued from page 8.

News from China

Nie Wins 2nd Qiwang and 5th Tianyuan Titles

Nie Weiping usually reserves his best efforts for international tournaments, but this year he is also making his presence felt in the internal Chinese tournaments.

First, Nie challenged Qian Yuping 9-dan, winner of the new Qiwang (king of go) title last year, and won the 2nd Qiwang title match 3-1. Nie started well by winning the first two games, played on 20 and 23 January, but Qian then made a recovery by winning the third game, played on 26 January. There was then a break of five weeks until Nie took the title with a win in the fourth game on 3 March.

Nie followed up his success by becoming the challenger to Liu Xiaoguang 9-dan in the 5th Tianyuan title. First, Nie won his way through the final preliminary round of this tournament, held in Beijing from 5 to 13 February, by defeating four players in a row. These four were Chen Zude 9-dan, who has made a comeback to active play after taking off the 80's to fight a successful battle with cancer, Cao Dayuan 9-dan, Yang Hui 7-dan, one of the top women players, and Qian Yuping 9-dan.

In the Tianyuan title match, staged in Shanghai from 9 to 13 March, Nie reeled off three straight wins to take the title from Liu. In June Nie will meet Rin Kaiho in the Japan-China Tengen playoff. This will be the first time Nie has appeared in one of these title playoffs between Japan and China, and Chinese fans will be expecting their representative to improve on China's dismal performance to date.

Late News

As this issue has been delayed a little going to press, we are able to update our news coverage a little with two items.

Kobayashi Wins First Honinbo Game

Kobayashi has made a good start in the first game of the 46th Honinbo title match, played on 10 and 11 May. Holding white, he

defeated the defending champion, Cho Chikun, in 148 moves. Cho got a reasonable position in the fuseki, despite a new move played by Kobayashi, but he lost his will to fight after he made a slack shape in a middle-game clash. The second game is scheduled for 27, 28 May.

Some incidental news: for the second year in a row six-time Honinbo winner Takemiya will be missing from the Honinbo league. He lost to Ogata Masaki, a newly promoted 8-dan, in the first round of the third preliminary tournament.

Imamura Wins 13th WAGC, Beats Hsia and Schlemper on SOS

The significance of this headline is not so much the fact that Imamura Fumiaki has scored his third win in the World Amateur Go Championship — he is the only WAGC champion who continues to play in the tournament, mainly because all the other winners have been Chinese or Hong Kong players who subsequently turned professional — but that Ronald Schlemper of Holland put up the most extraordinary performance yet by a Westerner in an international tournament to tie for first place with the same number of wins as Imamura and Hsia Hsien Yu, a 13-year-old prodigy from Chinese Taipei. Schlemper beat Li Jiaqing 6-dan of China in the 4th round, then Imamura in the final round of the 8-round Swiss tournament. His only loss was to Hsia in the 5th round. Hsia's only loss was to Imamura in the 6th round. All three finished on 7-1.

Schlemper's success marks a new stage in the development of the WAGC. Everyone has been paying lip service to the idea that one day the Far Eastern representatives will cease to dominate this tournament, but he has shown that the day may be a lot nearer than anyone expected. His performance is all the more commendable when you remember that recently he has been so busy with his medical career in Holland that he has had very little time for competitive go. The *Ranka Yearbook* always presents a comprehensive report on the tournament, but if we have space we hope to have a look at Schlemper's big wins in a later issue.

The Gateway to a Professional Career

The Makings of a Champion
Tozawa 9-dan



Takao Shinji, born on 26 October 1976, makes his debut as a professional shodan at the Nihon Ki-in in April this year. Is he a future champion?

Debut of a New Star

Every year seven or so new players join the ranks of professional players at the Nihon Ki-in. The gateway to a professional career is the Promotion Tournament held every December for the top inseis. The reader may be interested to see a game from the 1990 Promotion Tournament featuring a promising new player.

Go World is going to take a chance and predict a bright future for fourteen-year-old Takao Shinji. To be honest, Tozawa Akinobu 9-dan, the insei instructor at the Nihon Ki-in, is the one taking the chance. Takao took first place in the Tokyo Promotion Tournament, in which three of the seven new shodans participated (there are also All-Japan, Nagoya and Osaka tournaments, and a special women's tournament).

This is the first time we have started to follow a player's career before he started playing as a professional, but we hope our decision will be vindicated by commentaries appearing on title games by Takao in the future. Our real reason for publishing this article is that we found the commentary by Tozawa extremely interesting for its insight into the professional approach.

This is the third time I've given a critique of the new professionals in *Kido*. Previously my commentaries have been very pungent, exhorting the players to 'fight with more abandon' and warning them 'don't imitate others', but this time we have an excellent crop. In particular, I find myself smiling with pleasure at the go of young Takao. He may very well develop into a player to rival Yoda 8-dan.

Let's have a look at how this promising newcomer performs. His opponent is Kino. He unluckily missed out on promotion this time, but he is another player from whom I expect big things.

White: Kino Kazuma

Black: Takao Shinji

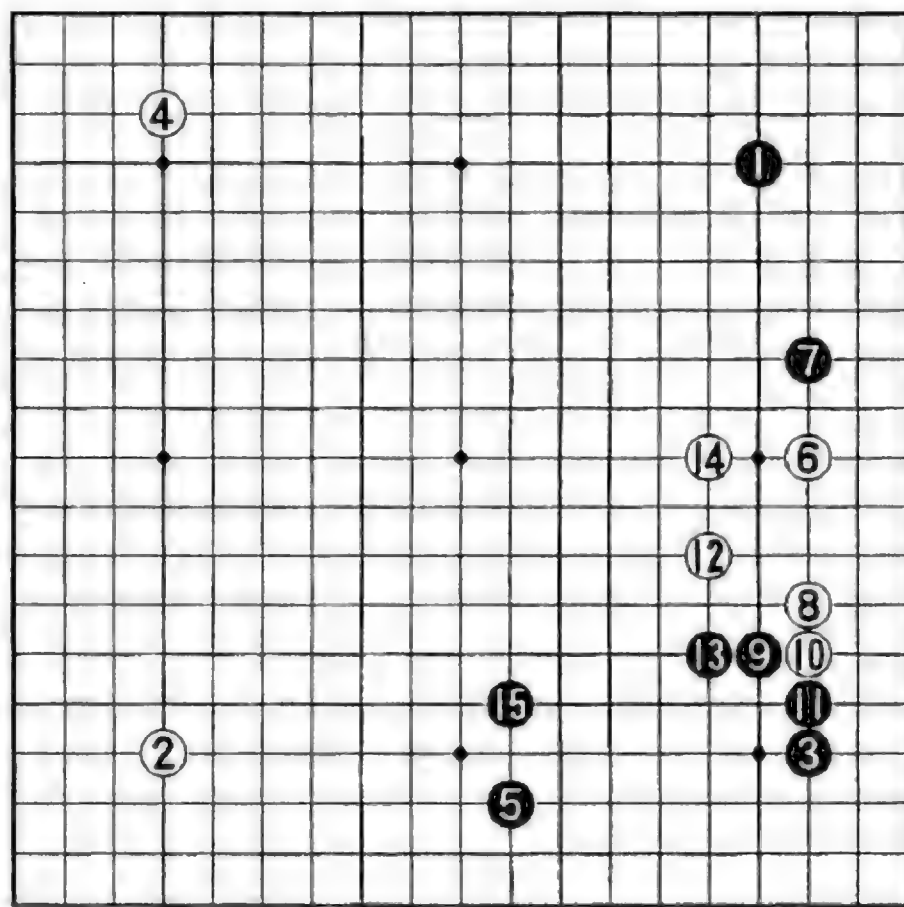


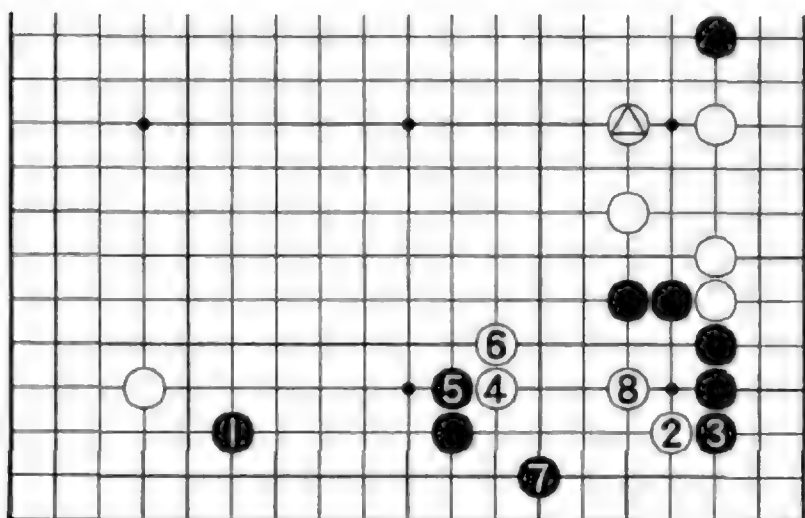
Figure 1 (1-15)

Figure 1 (1-15). The first test

The first test on the path to a professional career is the jump to 15. It would disturb me if Black failed to find this move.

If Black did something like approach at 1 in *Dia. 1*, that in itself would be enough for me to brand him 'disqualified'. The combination of the forcing move of 2 and the shoulder hit of 4

is too good for White. If Black continues with the joseki moves of 5 and 7, White will play something like 8: the bottom has been transformed into an area with no dreams for the future.



Dia. 1: disqualified

White has answered the marked black stone in the diagram with a solid defensive move (the marked white stone), so defending at 15 in the figure is natural. This is what go is all about. Someone who went wrong here could never expect to become a great player.

Figure 2 (16–36). *The next test*

Black 17 leads to a currently fashionable joseki, but the pattern of 20 at A–Black 31–

White B is of course also feasible. The moves up to 34 look reasonable.

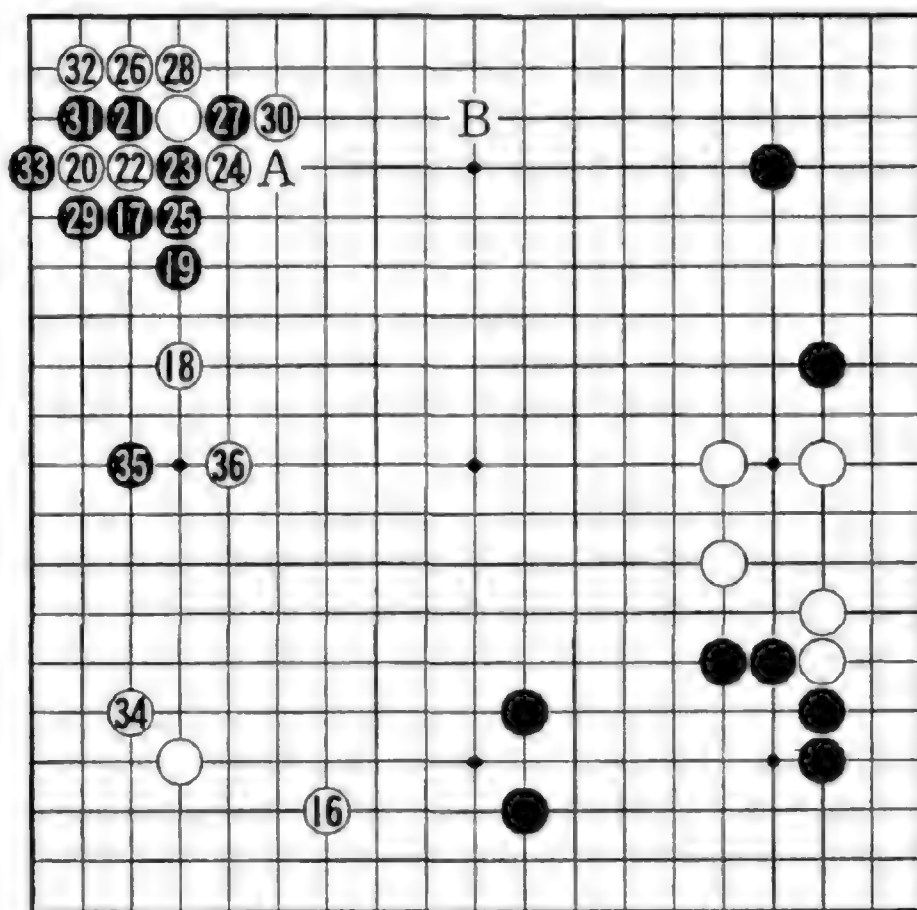


Figure 2 (16–36)

The problem comes up next. White 36 is a light response to the invasion. Where does your intuition tell you to play next? Should you trust your intuition?

Continued over page.

Becoming a Professional

Many professional go players, even quite famous ones, report that the happiest moment of their careers was not when they made 9-dan or took a big title but when they earned promotion to professional shodan. That's understandable: the *insei* system for apprentice professionals at the Nihon Ki-in is very severe and it is quite efficient at weeding out the players who lack the potential to make the grade.

Prospective *inseis* apply to the General Affairs Department (Somubu) of the Nihon Ki-in for admission to the program. In the case of local residents, the general criterion is that the applicant should be under the age of 13 and already amateur 5- or 6-dan level. If the initial application is approved, the child will then play an examination game (with a handicap of three to five stones) with one of the *insei* instructors. The actual result is not as important as whether the instructors feel the applicant shows real potential.

After acceptance, the *insei* joins one of four classes, from A to D, each of which has 12 members. Each class plays a round-robin league each month, with the top place-getters being promoted a class and the bottom place-getters demoted. All members of the A class qualify for the annual professional qualifying tournament, where they are joined by the top six place-getters from a preliminary tournament, in which all players from B class, the top four players in C class and the winner of a special tournament for 'outsiders,' that is, members of the general public, participate. (In theory, the doorway to a professional career is open to anyone who is strong enough.)

This is severe enough, but there is also a time limit for *inseis*: anyone still in C class by the age of 15 is asked to quit, and anyone who hasn't made professional by the age of 19 likewise (ex-*inseis* can still qualify for the promotional tournament as 'outsiders', of course.)

The 'entrance exam' hell for universities in Japan is notorious, but once you get in graduating is not so difficult. The *insei* system is a lot tougher.

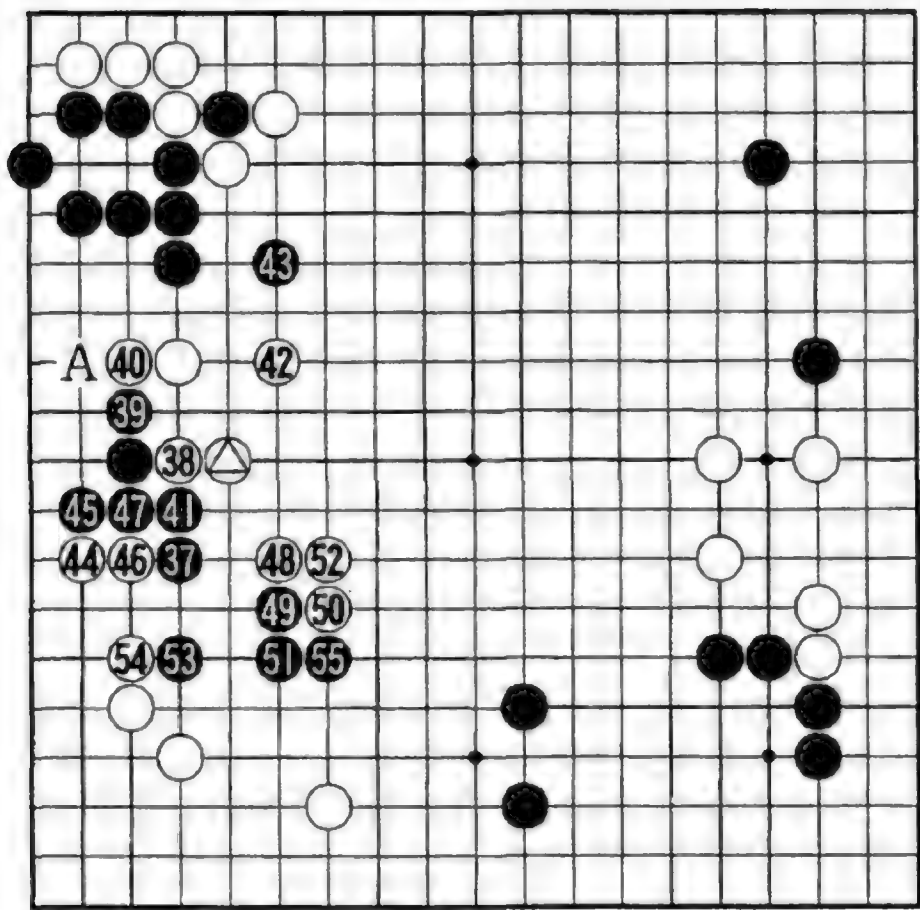


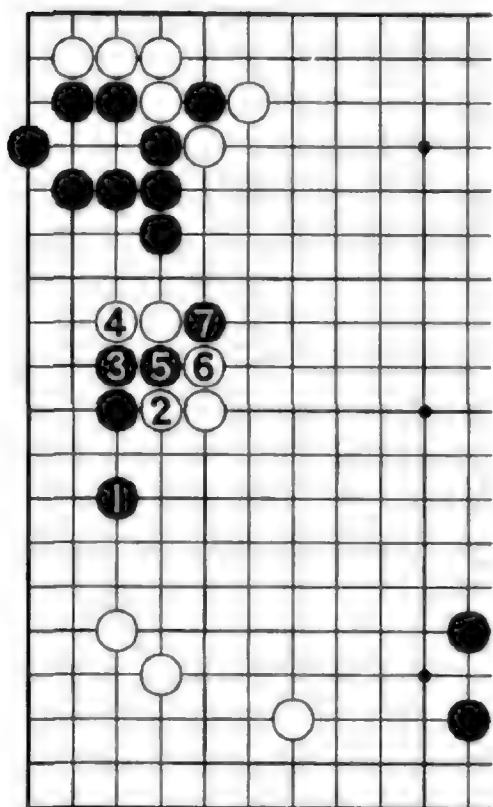
Figure 3 (37-55)

Figure 3 (37–55). *An unthinking move*

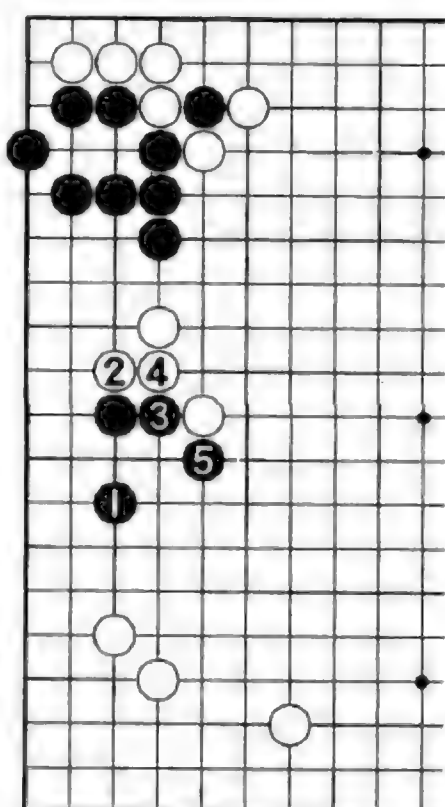
Answering the marked white stone by linking up with 37 at 40 would let White attach at 47, which would be painful. That's why Black was tempted to play the knight's move of 37. I understand how he felt. My first instinct might also have been to play there. But I wanted to see the player analyse this position more deeply.

Kino's 38 and 40 are very good moves: they split the top and bottom black positions in good shape and secure sente to play 44. Suddenly Black is in trouble.

Dia. 2. Why didn't Black have the insight to find 1 here? If White plays 2 and 4 as in the game, sparks fly when Black cuts with 5 and 7.



Dia. 2

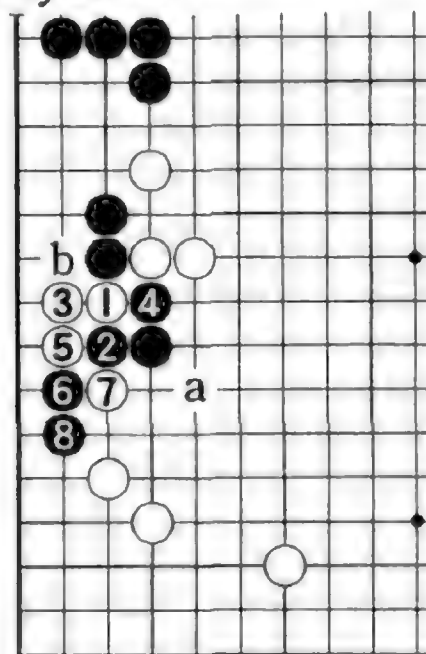


Dia. 3

Dia. 3. If instead White attaches at 2, Black moves out with 3 and 5, spoiling White's shape. This is satisfactory for Black.

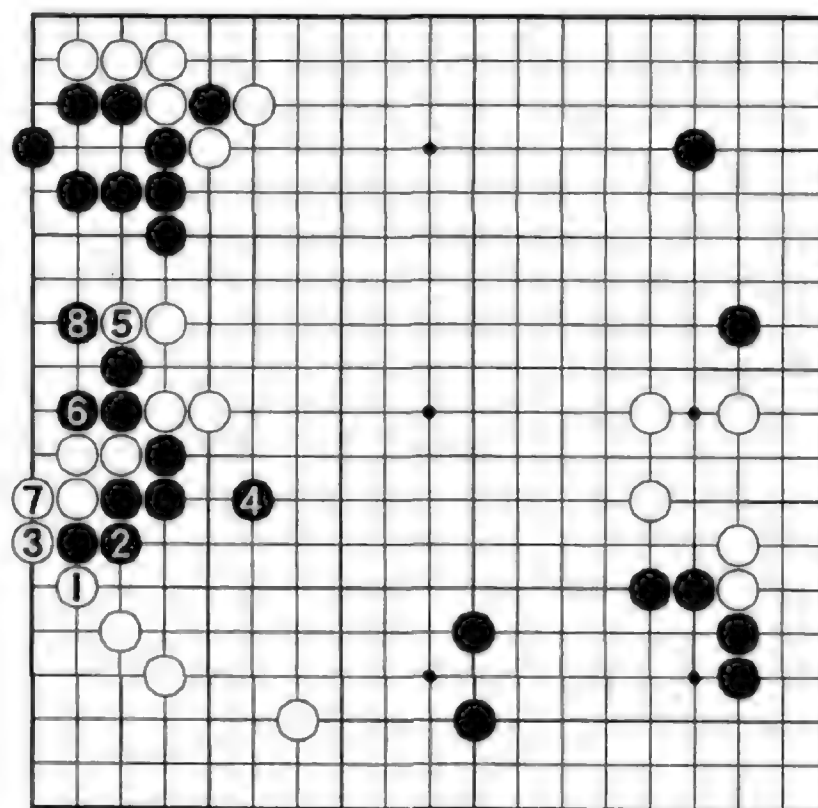
Anyone can play intuitively. Takao's strong point is that he doesn't fuss around, but sometimes he falls prey to the bad habit of playing moves like 37 because they 'feel' right.

However, when White played 38, Takao's extension at 39 was probably based on thorough analysis.



Dia. 4

Dia. 4. The hane of 1 is worrying, but cutting with 2 and 4 is a good answer. Even if White counters by cutting with 5 and 7, Black wins the semeai after 8. If White next presses at 'a', Black plays 'b' and White doesn't get a perfect squeeze. Therefore —



Dia 5

Dia. 5. White has no choice but to link up with 1 and 3. Black unconcernedly jumps to 4. Because 6 is sente, the two marked black stones are linked up to the top.

These two probably read out variations like these at a glance . . .

Even so, White's game is moving along well when he attacks with 44 to 48. Black can live at any time if he hanes at A, then connects, but he prefers to avoid doing this, because it hurts his group above. All this because of just one bad move.

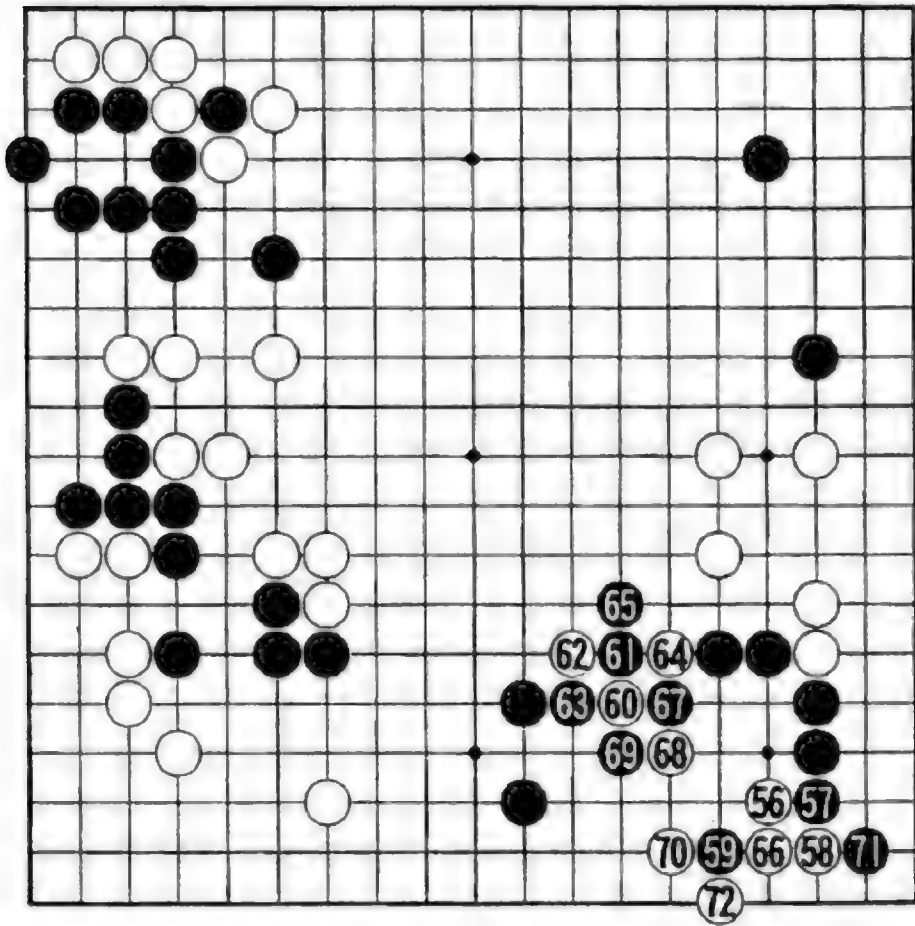


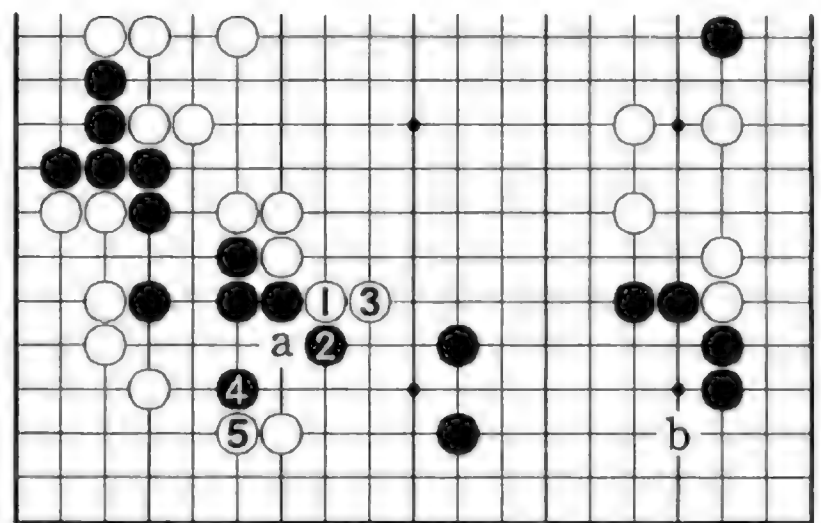
Figure 4 (56-72)

Figure 4 (56-72). *Blinded by envy*

This favourable turn in the game for White is ruined by his strategy of attacking the bottom right with 56. I mustn't let Black make a big territory with just six stones — this feeling of envy directed White's steps towards the bottom right, but even though he does somehow manage to live up to 72, there is no way the books will balance after he gives Black all this outside influence.

For example, the exchange of 64 for 65. Looking at the final result, 64 is clearly quite a bad move, but presumably White thought that if he simply connected at 66, his group would be in danger after Black 67. Even so, if you have to make such a painful exchange to live, your original strategy must have been flawed.

Dia. 6. Couldn't White have taken a more leisurely approach, playing 1 and 3? If Black plays 4 to protect the cutting point of 'a', White strengthens his corner naturally with 5. When you're young, you're in a hurry, but in due course White will learn how to be more cunning. White 1 and 3 aim at 'b' later.



Dia. 6

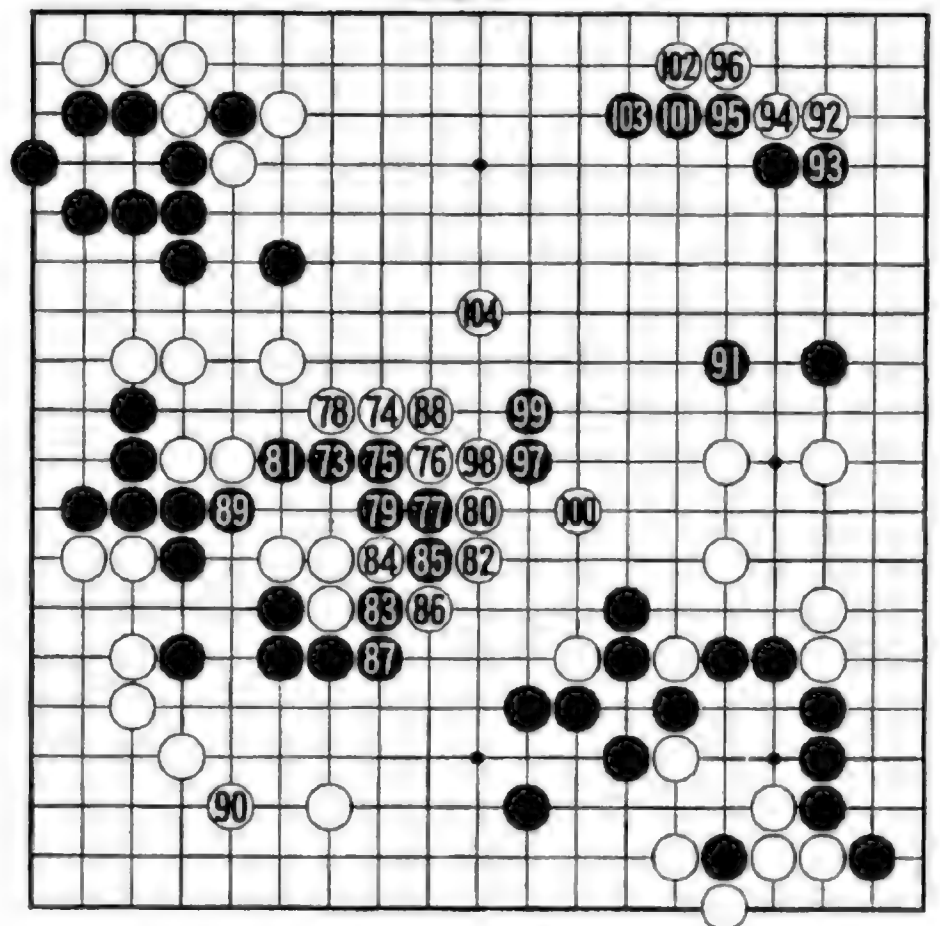


Figure 5 (73-104)

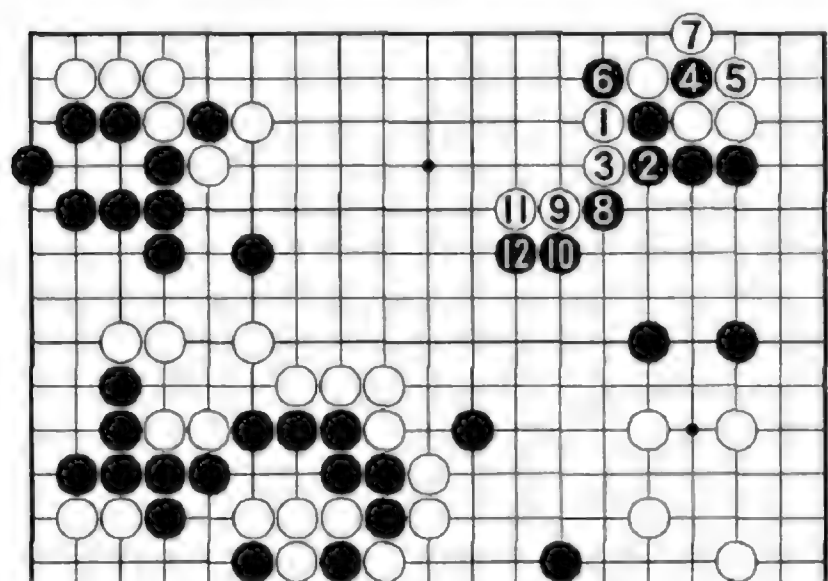
Figure 5 (73-104). *Magnificent simplification*

The thickness gained by Black in the lower right immediately proves its usefulness with the blow at the vital point of 73. The flow of the game here may appear nothing out of the ordinary, but Takao's whole-board judgement is impressive. He reasons that he can absorb some territorial damage in the bottom right if in compensation he gets to attack in the centre. High-spirited play alone is not enough to make a great player. You need a sure grasp of the whole board and the ability to make an intelligent choice from among your options.

Takao's flexibility is what convinces me he may have the makings of a great player.

When Black captures four stones up to 89 he establishes a lead. Next, switching back to the centre after answering White's invasion of 92 twice feels right. That is to say, Black wants to see how White answers the peep of 97 before deciding whether to play 101 as in the figure or a two-step hane at Black 102.

White follows orders with 98, but he could, I suppose, counterattack with 1 etc. in *Dia. 7* (though the result to 12 looks bad).



Dia. 7

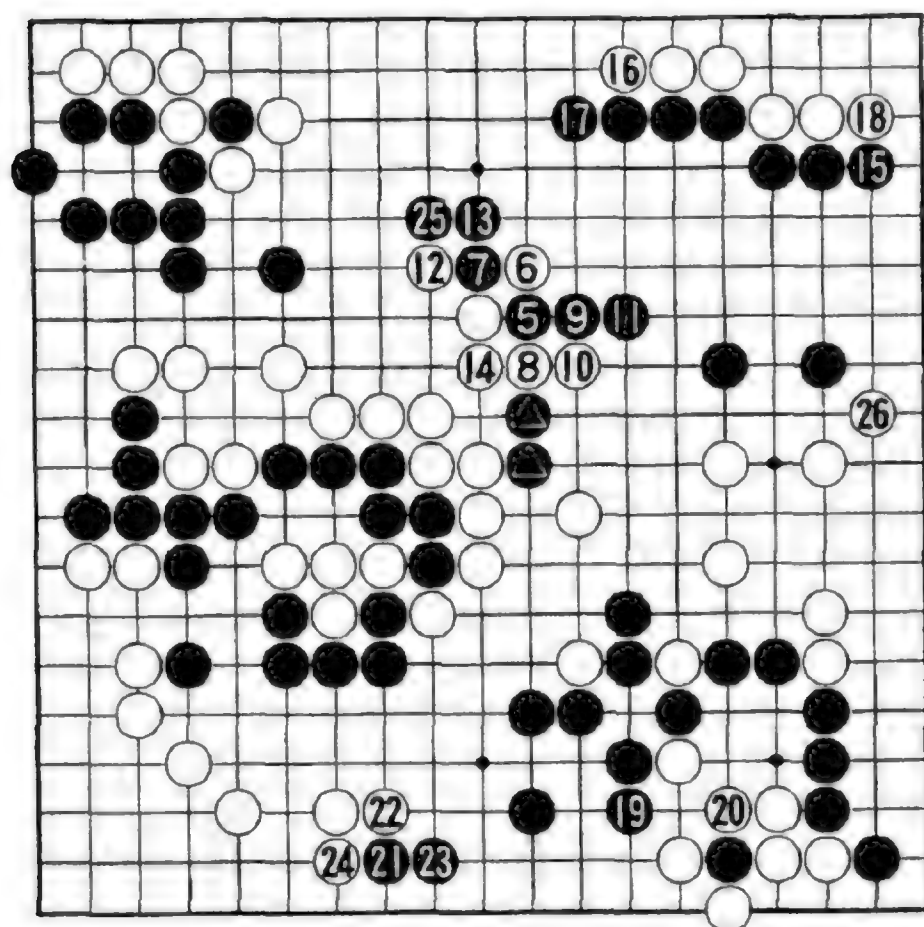


Figure 6 (105-126)

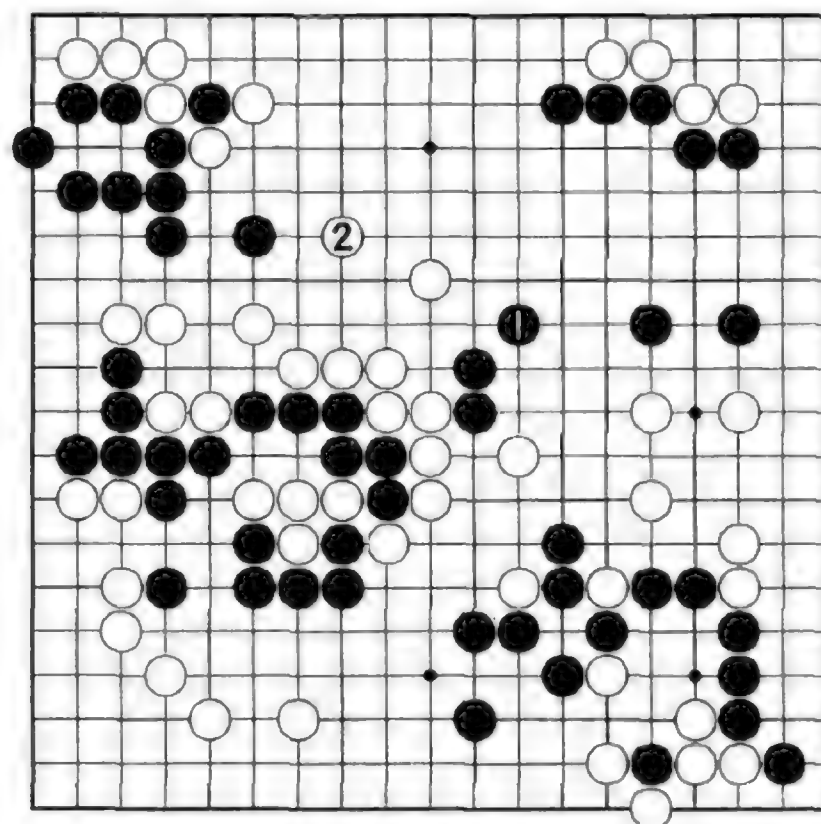
Figure 6 (105-126). Winding up the game brilliantly

Well, Black's next move demands some thought. If he plays something like 1 in *Dia. 8*, concerned not to lose what potential remains for attacking the centre white group, White will defy him with 2 instead of scampering for cover.

The combination of 5 and 7 is a clever way of settling the shape in the centre. Fighting is not the aim of these moves. Rather, they are based on a careful calculation that Black can win on territory if, by sacrificing the two marked stones, he can turn the top right into secure territory.

As his play here shows, Takao is really solid

at the crucial points of the game. When he turned at 25, he had probably already confirmed for himself that he had a lead of ten points on the board. To tell the truth, I can't find any weaknesses in his go.



Dia. 8

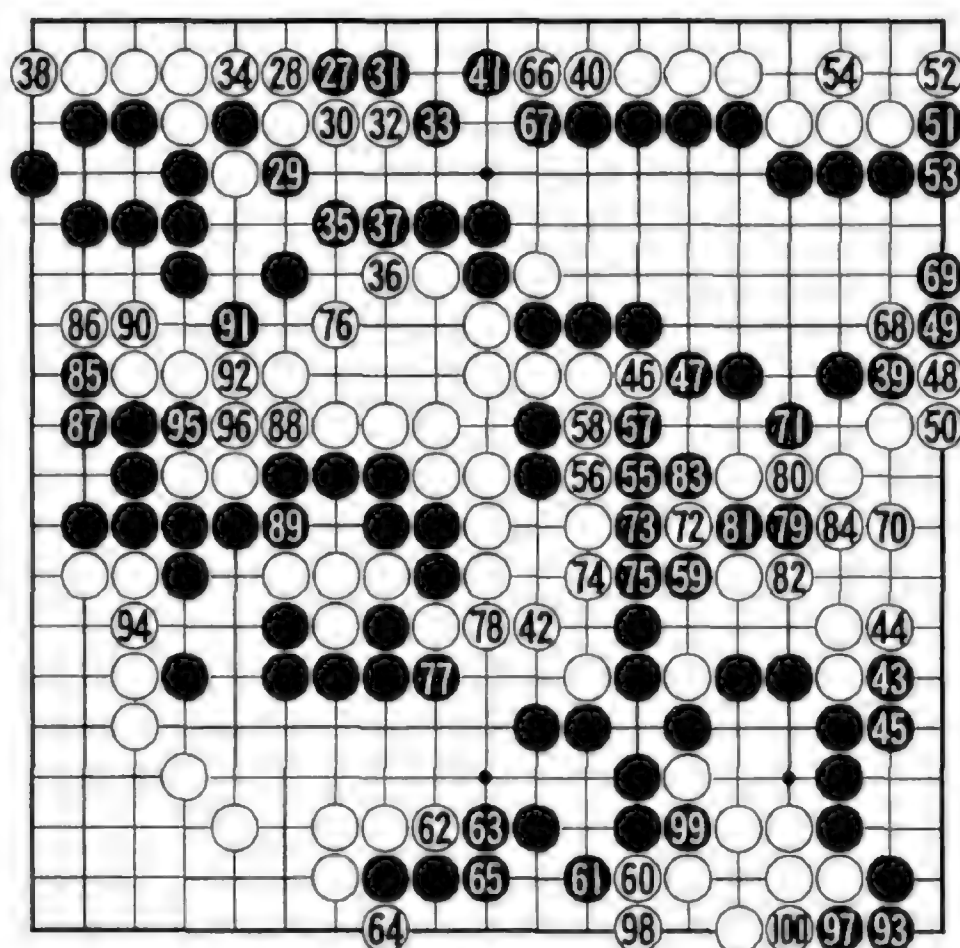


Figure 7 (127-200)

Figures 7 & 8. Study, study, and more study

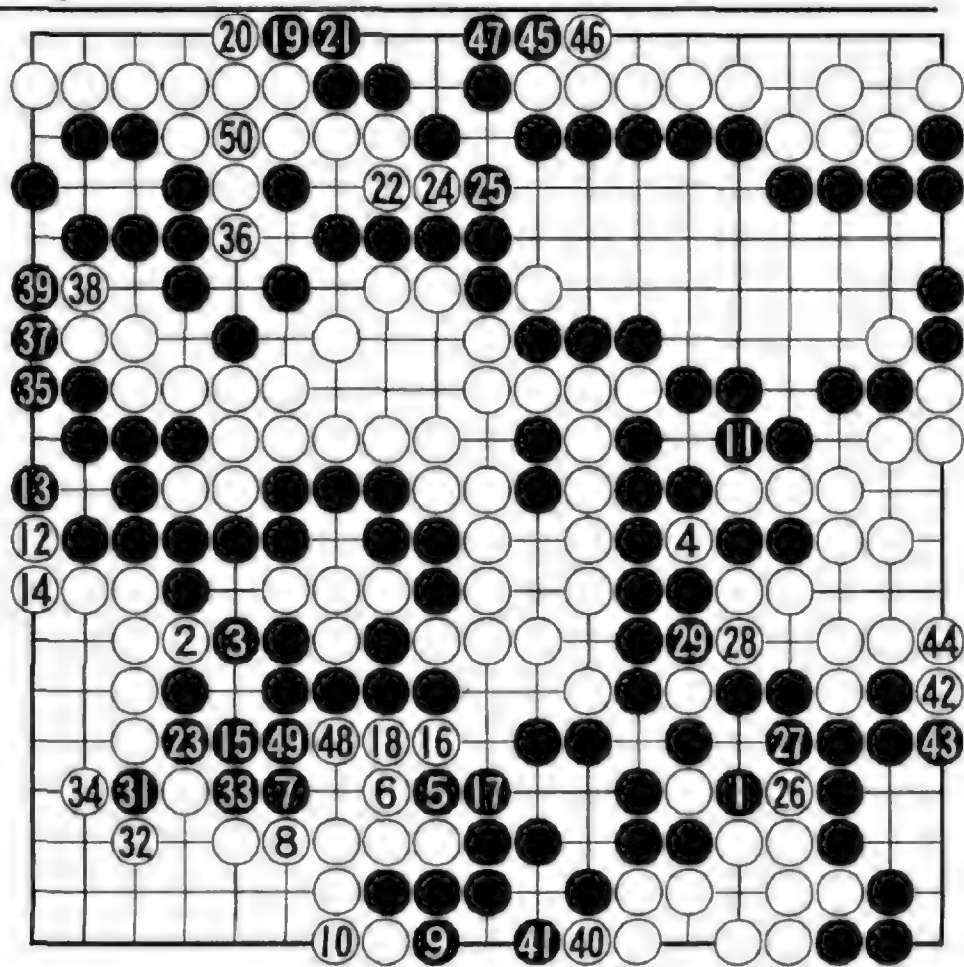
This was a painful loss for Kino. The fact that the outcome was determined by just one slip (56 in Figure 4) must have brought home to him what a frightening game go is. His day will come. I expect him to make it next year.

Well, let me offer my congratulations to Takao. The way you study from now on will decide whether or not my judgement in seeing you as a future Yoda is astray. You can play

around anytime. For now, please devote yourself to study. Winning is important, but make sure you don't lose your main virtue, the impressive scale of your play.

Black wins by 4 1/2.

(Kido, March 1991. Translated by John Power.)



Tozawa 9-dan — relying on Takao to make his prediction come good.

Figure 8 (201-250)
30: connects (right of 4)

(Advertisement)

Correspondence Go

Ever wanted to play correspondence go? Well, here is your chance. You can enter our tournament until 1 September 1991. You will be playing full competition in a group of seven people, including yourself, of about your own strength on a 13x13 board. The games will take place simultaneously. It is necessary that you speak a little English, because that is the language in which you will be communicating with your opponent, who could be from anywhere in the world. Also, in every group a person is needed who will keep me informed about things like a player dropping out and progress. He/she will also be solving any possible problems, about which I can always be consulted. I will greatly appreciate it if you volunteer for this task. So when you enter there are three things you have to inform me about: your name and address, your playing strength, and if you are willing to undertake the above-mentioned task. The tournament fee is DM25 or US\$15, for which you will receive postcards needed for informing your opponent about your move (it has room for comments). There are two ways to pay the fee. You can either make a deposit on giro number 6011296 on account of D. Jansen, Middelburgerstraat 28, 6415 BM Heerlen, The Netherlands or you can send the money to the address below, but only in DM or US\$! This is also the contact address.

D. Jansen
Middelburgerstraat 28
6415 BM Heerlen
The Netherlands

Efficiency (1)

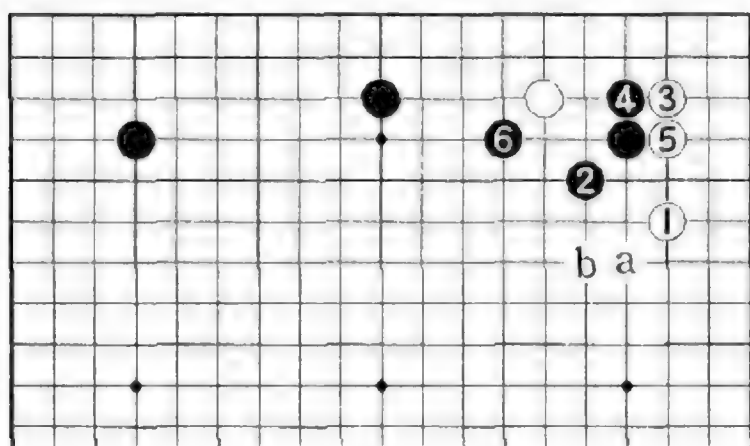
by Ishida Yoshio 9-dan

Most of us, whether professional or amateur, make a mixture of efficient and inefficient moves in our games. Occasionally we even play moves that inflict more damage on friend than foe. Naturally the most important task is to cut down on the outright blunders, but you should also aim to increase the efficiency of all your moves. This is something that professionals are always striving for, and there is no need why amateurs shouldn't have the same target. In professional competition improving your efficiency to gain that edge on your opponent is a very hard task, but for amateurs it's a very easy one! I can look at any amateur game and show the players plenty of ways to play more effectively. And that is my aim in this 12-part series, which will cover all aspects of the game.

Efficiency

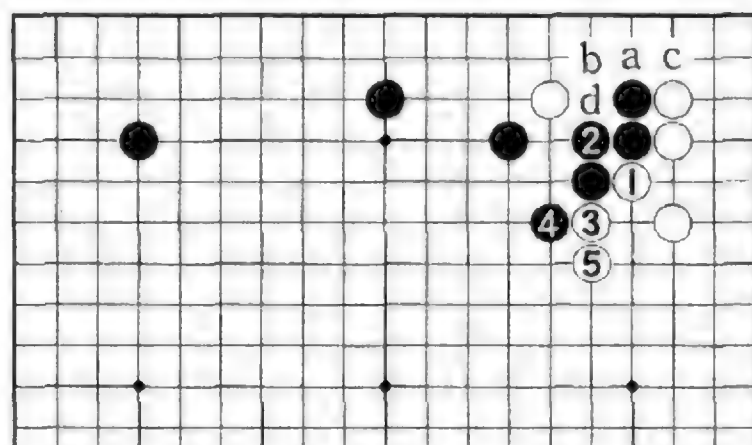
In go terms, 'efficiency' includes many elements: surrounding territory with the fewest stones possible, making the most effective use of thickness, eliminating lazy stones. There are various bad shapes, such as the empty triangle, notorious for their inefficiency. Taking gote when you could have had sente is another example of inefficiency. Some of these mistakes are the equivalent of passing for a move. In this first instalment, we will analyse the concept of efficiency in the opening.

Wasted Moves in the Fuseki and in Josekis



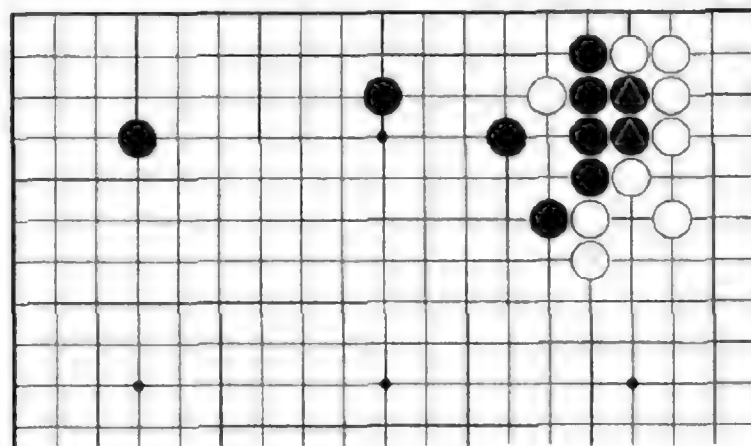
Why is Black 6 bad?

Dia. 1. Take a look at the above diagram. When White makes the double approach move of 1, Black counters with 2 and White invades the corner. This is a common joseki. After White 5, the joseki books tell you to press at 'a' or jump to 'b'. Black 6 is a bad move often seen in the games of middle-level kyu players. Why is it bad?



Dia. 2: likely continuation

Dia. 2. If White plays at 1, Black will probably connect at 2 (actually extending at 3 is correct). White will then play 3 and 5; later he can play White 'a', Black 'b', White 'c', Black 'd' on the top edge.



Dia. 3: wasted stones

Dia. 3. This is the shape that results. Both Black and White have played the same number of stones, but clearly (I hope it's clear) the result is very bad for Black. White has secured more territory, while the two marked black stones are doing nothing: their presence con-

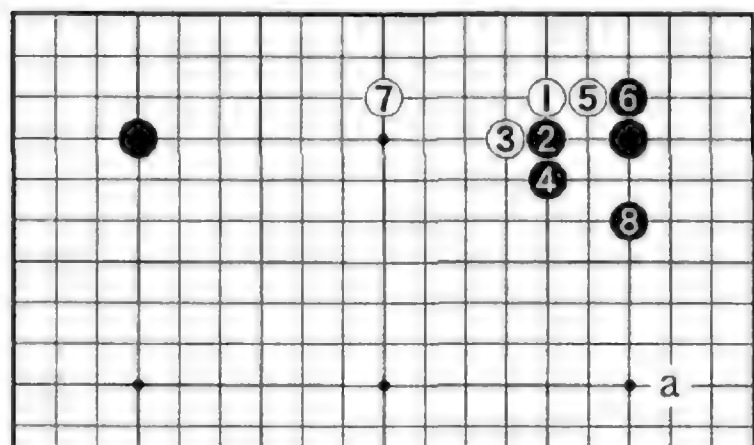
tributes nothing to Black's position. For two stones out of eight played to be wasted is a very high proportion — no wonder Black's result is so inferior to White's. The latter has no wasted stones in his position: each and every white stone is performing a useful role.

This is how you have to think about the efficiency of the stones you play.

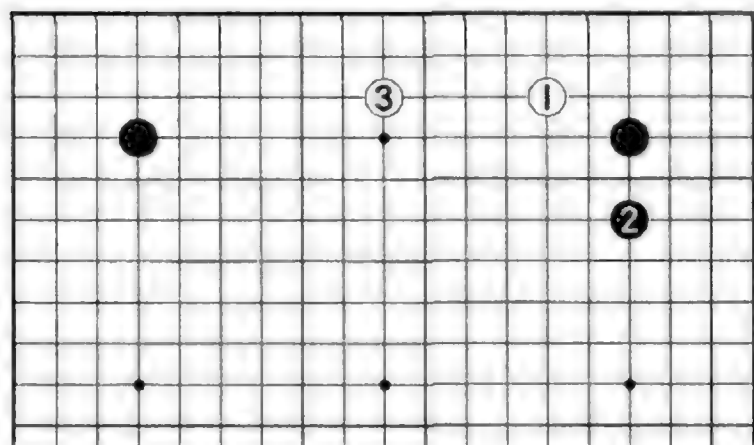
Where does Black go wrong?

Let's look at another joseki.

Dia. 4. Black 2 and 4, the attach-and-extend combination, are a joseki everyone knows. However, I can't recognize such a stupid shape as joseki. If you have been using this sequence in the belief it's a joseki, I'd like you to eliminate it from your repertoire. If you do play it, at least play 8 at 'a'. However, let me demonstrate simply why the moves to 8 are bad.



Dia. 4: not a joseki



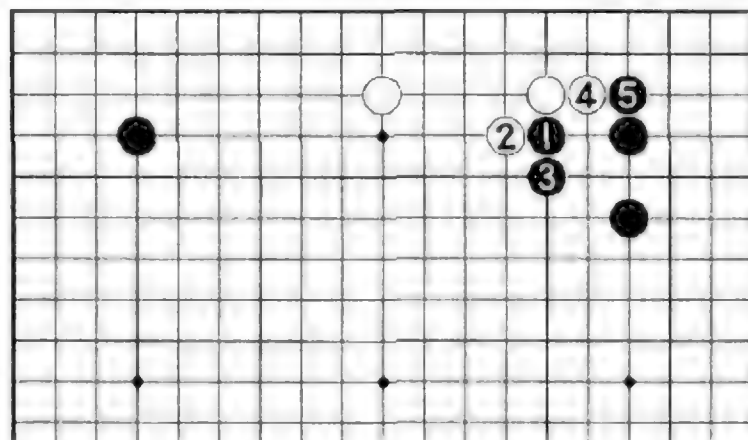
Dia. 5: starting point.

Dia. 5. Let's assume that Black answers White 1 at 2, then White extends to 3. This is a supple shape: it's a simple joseki. Yet in this position —

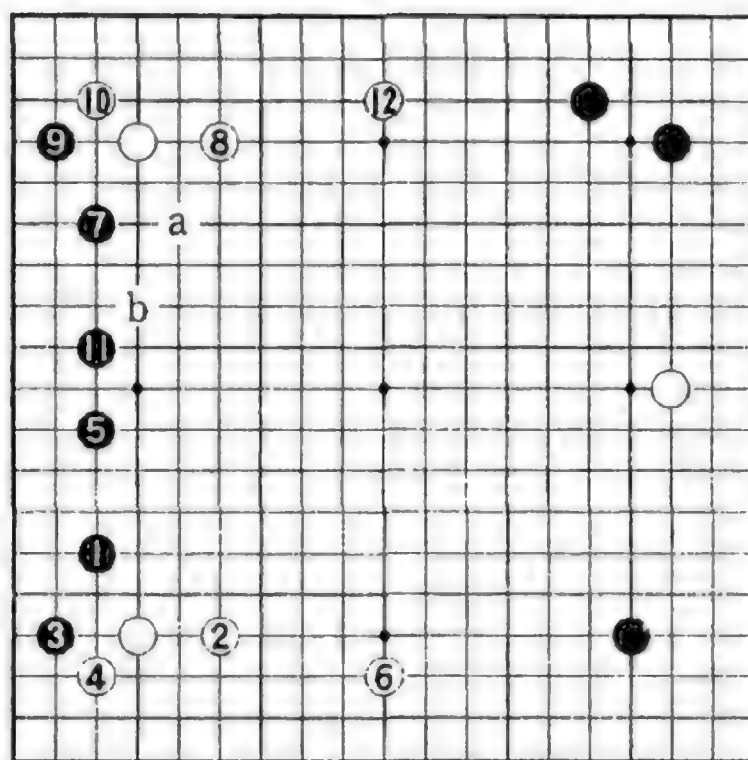
Dia. 6. Strengthening White by attaching at 1 would be very bad. In gote, moreover. Anyone would realize that this is funny. But

the resulting shape is the same as that in Dia. 4.

One possible analogy for Dia. 4 is carrying two wallets when you go out: it's awfully inefficient.



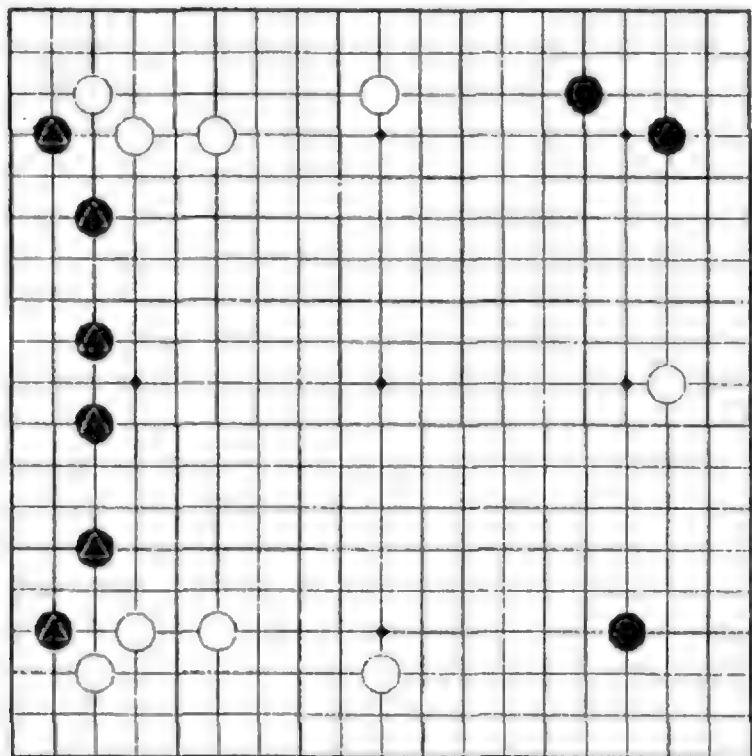
Dia. 6: same as Dia. 4



Dia. 7: two josekis

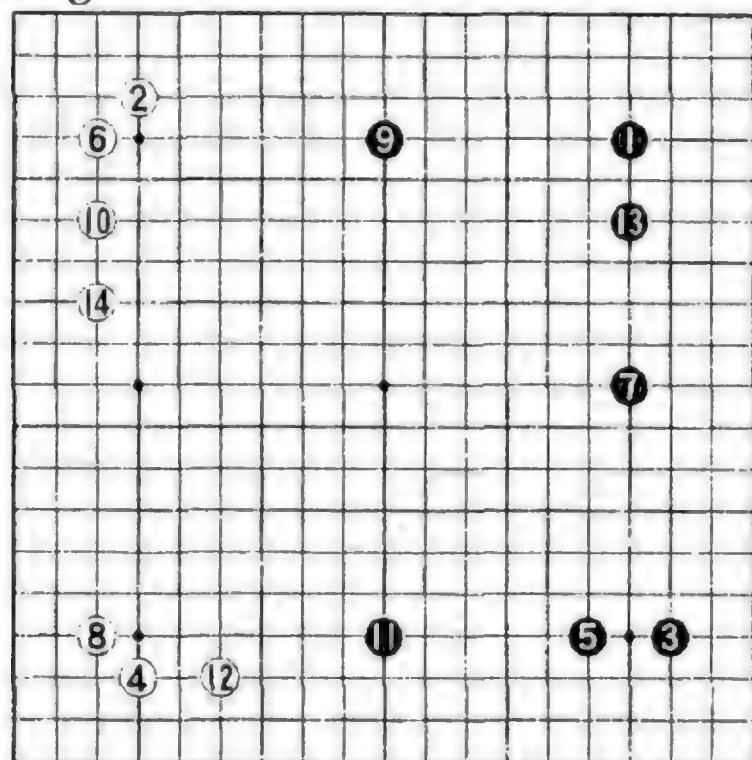
Dia. 7. I am sometimes filled with a perverse admiration for the fusekis I see in games by players around 4- or 5-kyu. Or should I say filled with amazement? The moves from 1 to 6 are irreproachable. I can also accept the approach move of 7. But then I was taken aback to see Black play the same joseki again. The player may ask what's wrong with playing the same joseki twice. This too is like going out with two wallets. The shape Black has made with 1 to 5 is complete. Even if White extends down the left side towards this position, it will have no effect on Black. To strengthen further an already solid position with 7 to 11 makes Black overconcentrated. Note in particular how narrow the area is between 5 and 11. You couldn't expect to win a game in which you made this shape in the opening. Once having played 7, Black should continue by jumping to

'a' or switching elsewhere; Black 11 should at least be at 'b'.



Dia. 8: overconcentrated

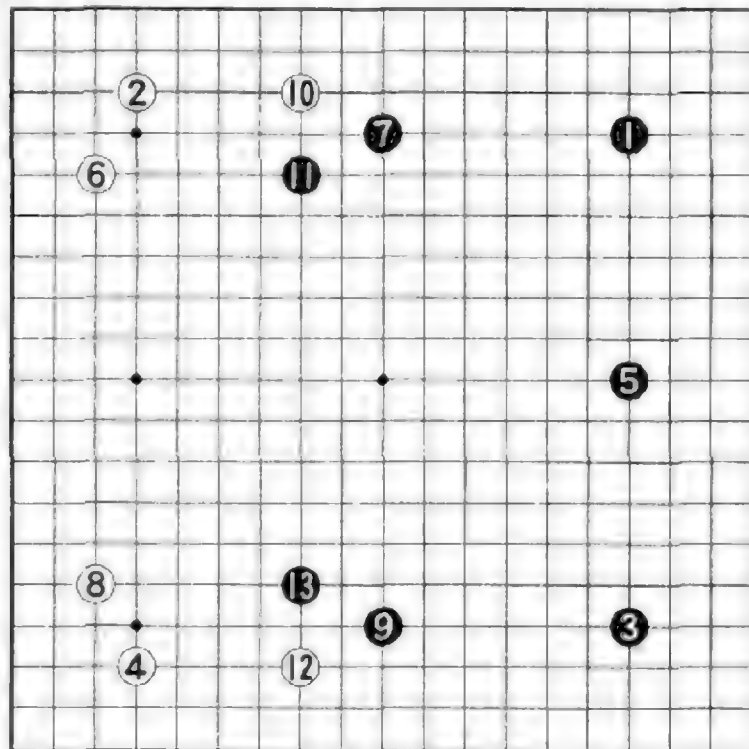
Dia. 8. We can demonstrate numerically how ridiculous the marked black formation is. It's safe to say the left side is black territory, but his investment of six stones secures barely 20 points. The four-stone white formation on the bottom left secures 20 points (it's not yet certain white territory, but at this stage Black would gain nothing by invading). The four white stones at the top also secure 20 points. There is a marked contrast in efficiency between White and Black; it's obvious who is winning.



Dia. 9: a big difference in efficiency

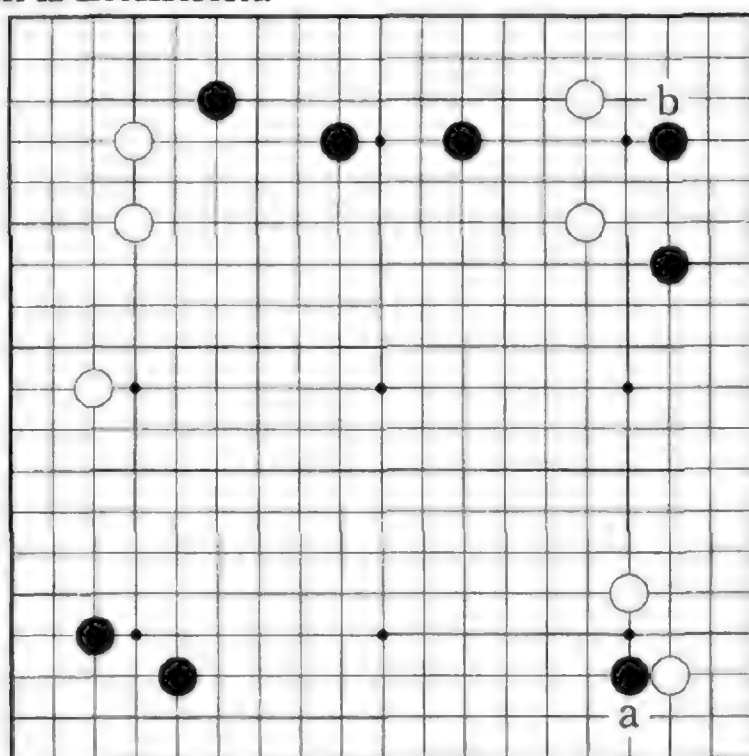
Dia. 9. This is a position I made up. Black is developing freely, taking the large points, while White is simply lining up stones. It would be obvious to anyone that White's play here is funny, yet many people might be taken in by Dia. 7. Actually they are the same thing.

Waking up to the foolishness of Black's play in Dia. 7 means becoming aware of the concept of efficiency and is the first step towards making progress in go. Particularly in the fuseki you must be sensitive to the efficiency of the stones you play. The player who plays more efficiently takes the lead.



Dia. 10: neither side ahead

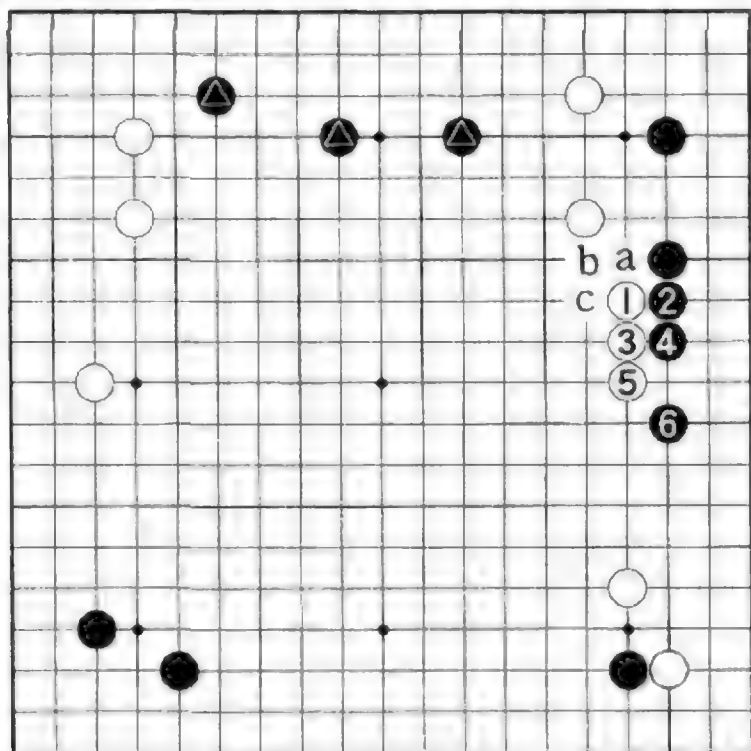
Dia. 10. After looking at Dias. 7 and 9, what do you think of this diagram? Black is full of high spirits: he has played a sanren-sei, then taken large points at the top and bottom centre. Most readers would probably want to have Black. However, there is virtually no difference between the players. It may feel as if White is developing slowly, but his moves are all excellent moves in their own right. None of them is inefficient.



Dia. 11: White's next move?

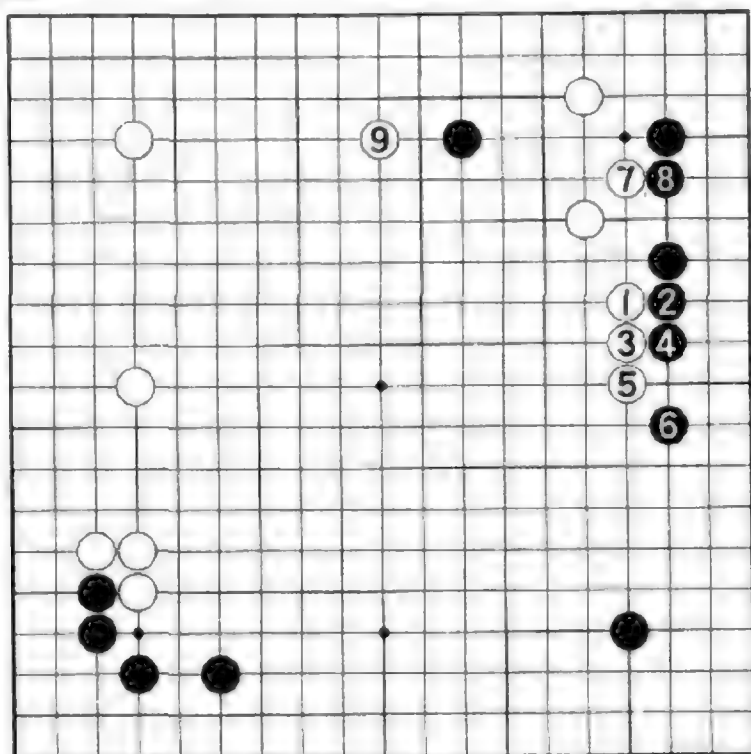
Dia. 11. I would like you to consider a fuseki problem. Where do you think White should play next?

I'm not asking you to find the one and only right move for White. I don't know what it is myself. I would either hane at 'a' or attach at 'b'. However —



Dia. 12: a difference in efficiency

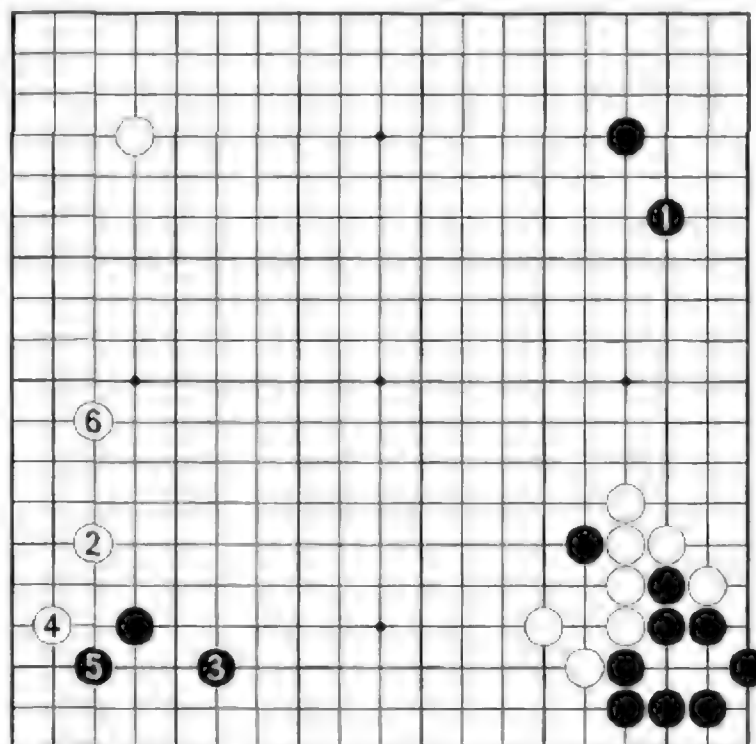
Dia. 14. Some readers might want to press at 1. This is a very bad way of playing. If we assume that the moves to 6 follow, we find that White's thickness is not doing anything, while the marked black formation is shining brightly. These three black stones are not vulnerable to attack and they wipe out all the influence White's wall should give him. There is a big difference in relative efficiency between White and Black. Even Black 2 at 'a', followed by White 'b', Black 'c', would be hopeless for White.



Dia. 13: playing efficiently

Dia. 13. This is the kind of position in which the forcing move works effectively. After building his wall, White uses its power to attack with 9. He has great hopes for build-

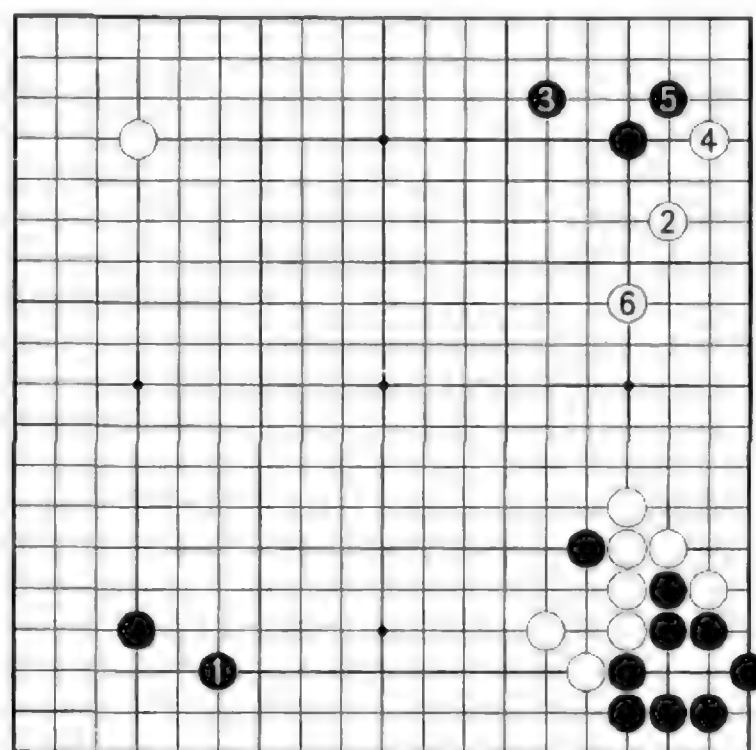
ing up the left side. He is making his stones work at maximum efficiency.



Dia. 14: example from a game

Dia. 14. This position is from one of my games. Each of the moves shown here can be explained by the criterion of efficiency.

Black 1 is an efficient move. It counteracts White's thickness and at the same time establishes a solid position for Black. White makes an approach move at 2 as preparation for establishing a position on the left side. From the point of view of efficiency, White 2 is also natural. First, instead of Black 1 —



Dia. 15: efficient enclosing moves

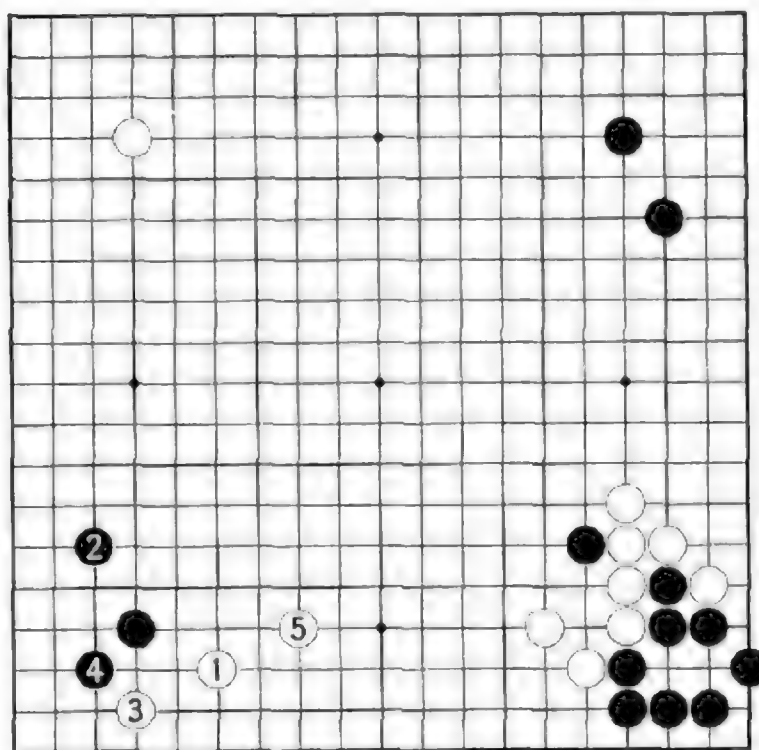
Dia. 15. Let's assume Black encloses the bottom left corner. White naturally makes an approach move at 2. The moves to 6 can be hypothesized. White is not wasting any moves: he is enclosing territory efficiently. It is too early to prognosticate about who has the lead, but White certainly can look forward to

good prospects.

Dia. 16. Approaching at 1 instead of 1 in *Dia. 14* is a mistake in direction. The continuation to 5 is likely, but White can't expect to make much territory here, as Black can jump in from the right. In short, this way of enclosing territory is inefficient. Comparing the bottom and the right side, you can say that the right side is more valuable. Of course, Black can invade the centre right in *Dia. 15*, but as his groups above and below are solid, White need not fear this fight.

It is precisely because White 1 to 5 in *Dia. 6* are not so good for White that Black 1 in *Dia. 15* is not urgent.

(*Let's Go*, January 1988. Translated by John Power.)



Dia. 16: inefficient enclosing moves

All About the Two-Step Hane (3)

Cho Chikun, Honinbo

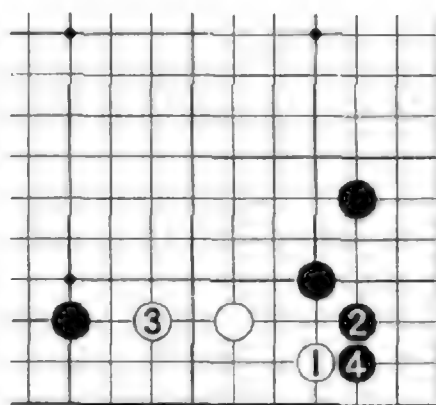
This is the third instalment in our three-part survey of the *nidan-bane* or two-step hane (Parts 1 and 2 are given in GW60 and 61). It is one of the basic techniques of go that all players hoping to reach *shodan* have to master, yet one often sees *kyu* players let slip opportunities to play it or misuse it. The problem is that it often requires you to read five or six moves ahead. The aim of this series is to help you by explaining the standard patterns and showing you how the two-step hane can raise the level of your game.

In this issue we look at the role of the two-step hane in securing a living shape for stones under pressure and in dodging an enemy attack.

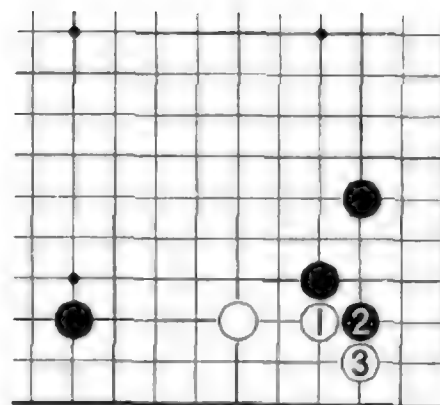
Settling a group quickly

When you are outnumbered, fighting in the opponent's sphere of influence, setting your stones in motion in the usual way may just create a heavy group that turns into a liability: too big to sacrifice, too small to secure eye space. At times like this, the speed and flexibility of the two-step hane are invaluable.

Dia. 1. White is outgunned. Peaceful moves like 1 and 3 are not enough to settle his group. After Black blocks at 4, the group is still unstable.



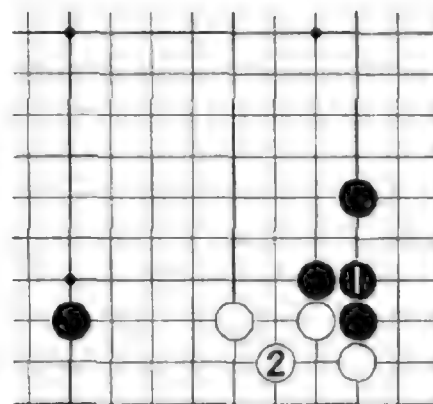
Dia. 1: insecure



Dia. 2: tesuji

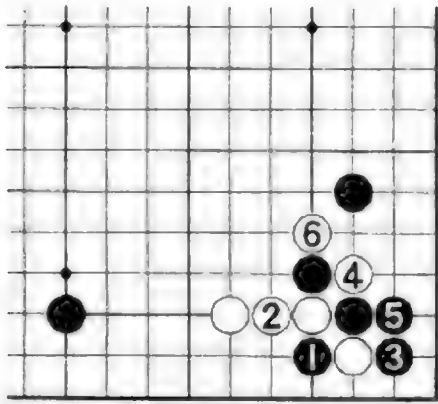
Dia. 2. The situation calls for the two-step hane. It may look risky, but the aggressive spirit of these moves is more likely to secure a favourable result than the moves in *Dia. 1*.

Dia. 3. If Black defends at 1, White makes a diagonal connection at 2. This makes good shape and immediately settles the group. Black 1 looks slack.

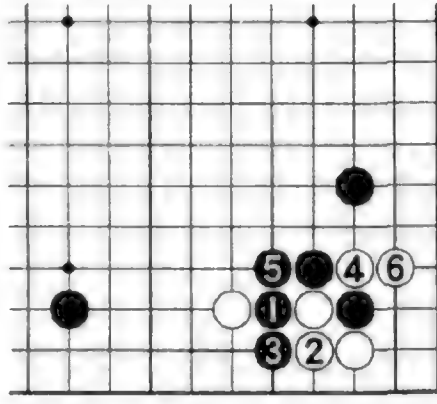


Dia. 3: bad for Black

Dia. 4. If Black counters with 1 and 3, his attack fizzles out when White plays 4 and 6. Accepting the invitation to capture a stone helps White.



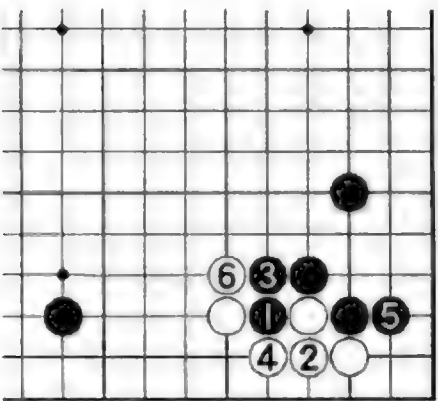
Dia. 4: what White wants



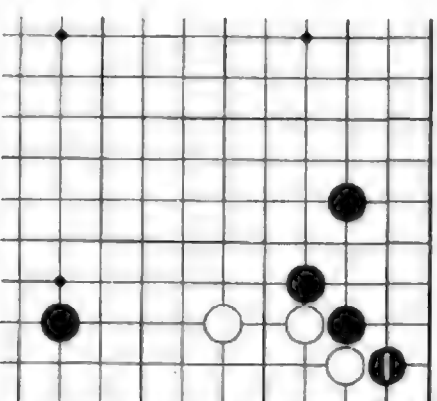
Dia. 5: equal

Dia. 5. Pushing down with 1 and 3 is Black's strongest counter. White lives in the corner and Black gets outside thickness. This is an acceptable result for both.

Dia. 6. After White 2, Black could also connect at 3, but this is a little lacking in fighting spirit. If Black 5, White pushes up at 6 and gets a surprisingly solid shape.



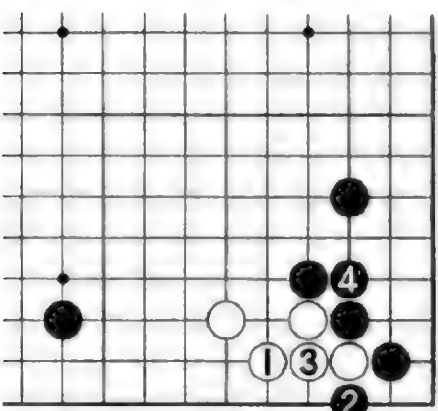
Dia. 6: unsatisfactory



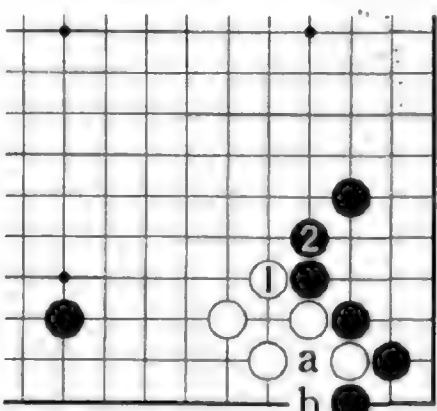
Dia. 7: tesuji

Dia. 7. Black 1 is another strong move. This is what the two-step hane is all about.

Dia. 8. If White 1, Black ataris at 2 without hesitation. This atari is Black's gain from playing the two-step hane. If White 3, Black connects at 4: his two-step hane has had the better of White's.



Dia. 8: good for Black

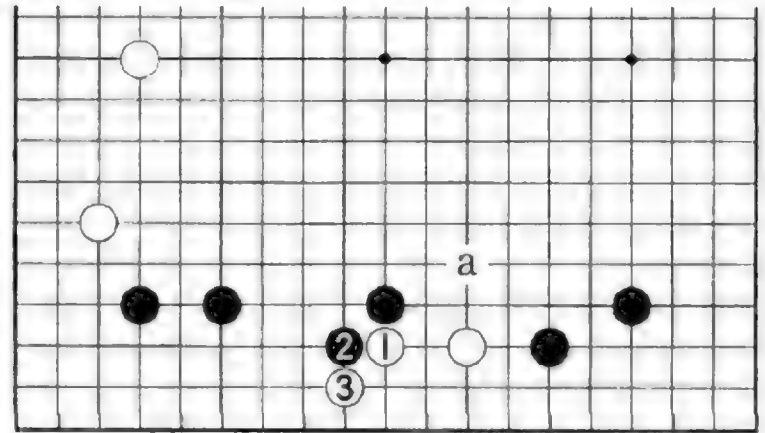


Dia. 9:

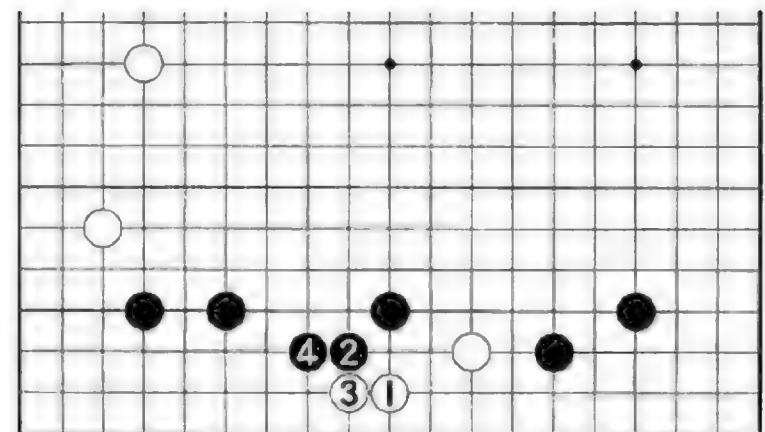
Dia. 9. Instead of answering docilely at 'a', countering with 1 shows more fight. White intends to fight a ko later with 'b'. Both sides are

playing aggressively here.

Dia. 10. In this kind of position, jumping to 'a' is the usual move, but if White prefers not to create a weak group fleeing out into the centre, he might try to settle himself quickly with the 1-3 combination. The precondition is that he has to be prepared to vary his strategy freely according to Black's response.



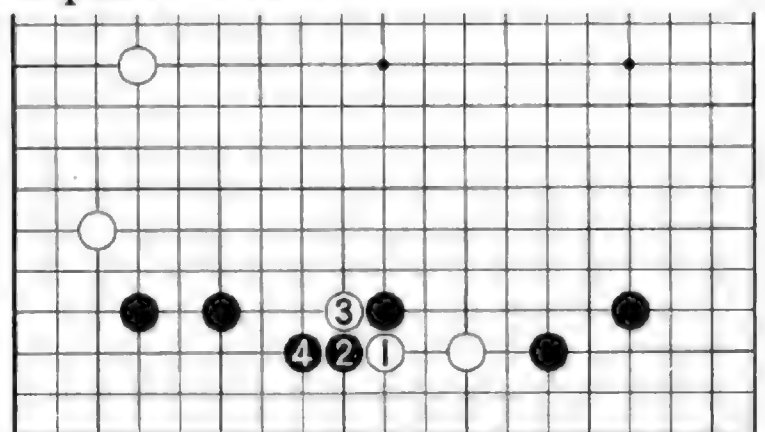
Dia. 10: trying to live quickly



Dia. 11: a harder job for White

Dia. 11. The aim of White 1 is also to live quickly, but after the moves to 4 you can't say that the group is settled. In short, the knight's move is not good enough.

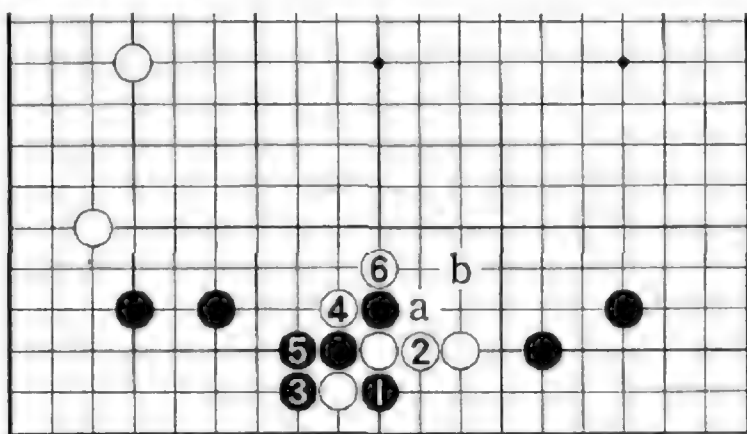
Dia. 12. As a *sabaki* technique, the crosscut is related to the two-step hane. You have to decide for yourself which will work better in each position. In this case, I would judge that White will have trouble settling his group after Black pulls back at 4.



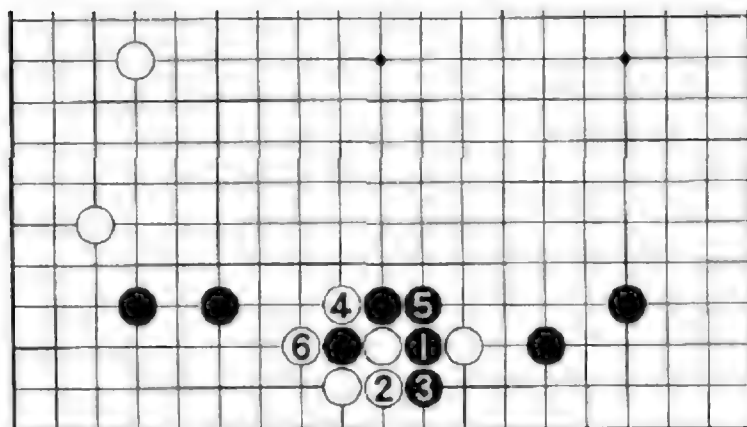
Dia. 12: a related technique

Dia. 13. Black 1 and 3 are the direct counterattack against the two-step hane, but the white group is settled when White plays 4 and 6. Even if the ladder is unfavourable for

White, letting Black escape with 'a', White will press at 'b' and have no trouble moving out into the centre.

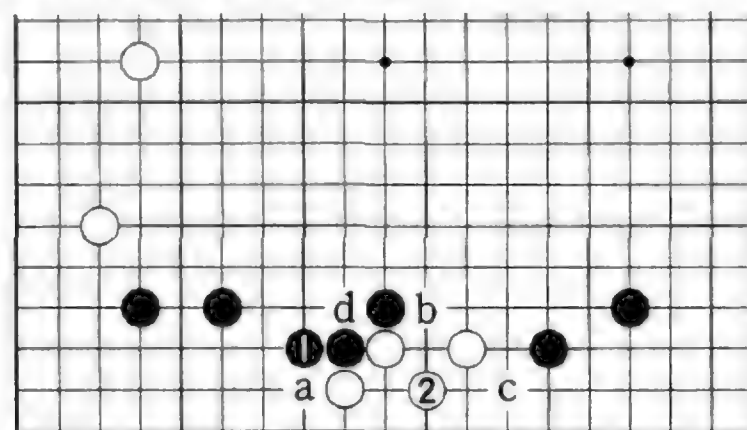


Dia. 13: easy for White



Dia. 14: a swap

Dia. 14. Black 1 and 3 are another direct counterattack. In this case, a kind of *furikawari* (swap) follows with 4 and 5. This swap is similar to the one in Dia. 5.



Dia. 15: the diagonal connection

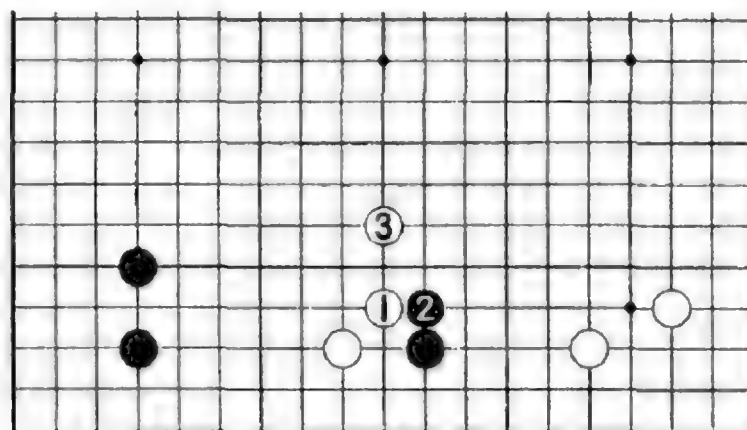
Dia. 15. Black 1 is a peaceful move. White will answer with 2. He has good follow-ups at 'a', 'b', and 'c', so it should be easy for him to settle his group. If Black plays 1 at 'd', White will still answer at 2.

Leaning on the opponent

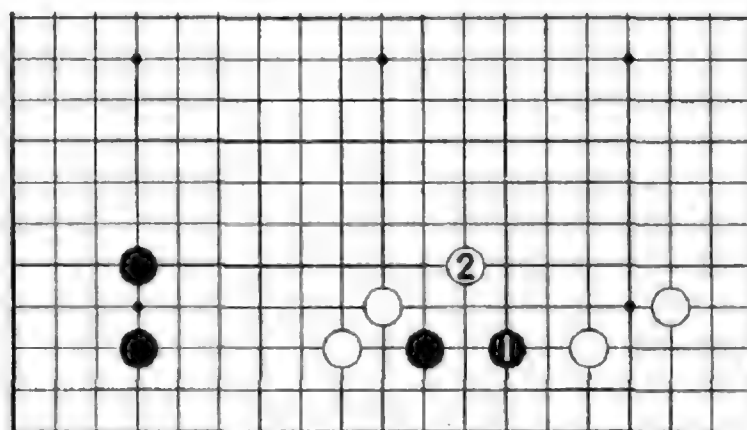
In most cases, the two-step hane is used to settle a weak stone or group. A prerequisite for using this technique is having some understanding of the concepts of 'heavy' stones and 'light' stones.

Dia. 16. White has just launched an attack on the solitary black stone with 1. Black at-

tempts to escape immediately with 2, but one can't help feeling that, considering this is White's sphere of influence, the black stones are heavy. In other words, Black is presenting White with an ideal target for attack.



Dia. 16: target for attack

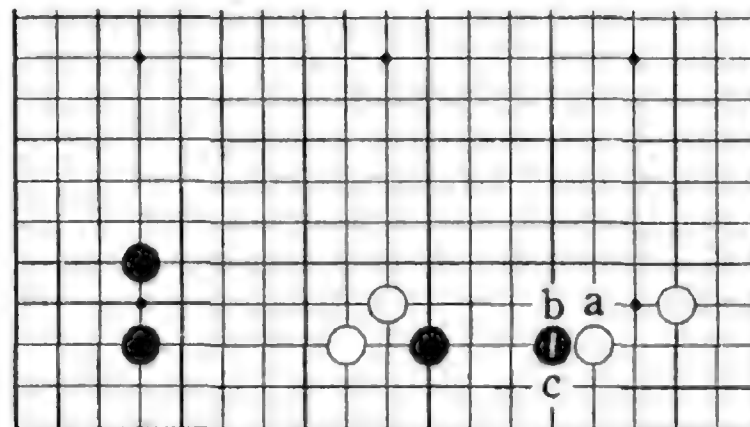


Dia. 17: not wide enough

Dia. 17. How about extending to 1? Unfortunately, this is not wide enough for Black to make a living shape on the edge. When White continues the attack with 2, Black will be driven out into the centre. Black 1 is too lacking in ingenuity.

Dia. 18. The way to settle oneself quickly and lightly is to attach against an enemy stone. This is referred to as a 'leaning' attack or *motare*. You use the momentum of his counterattack to settle your own group.

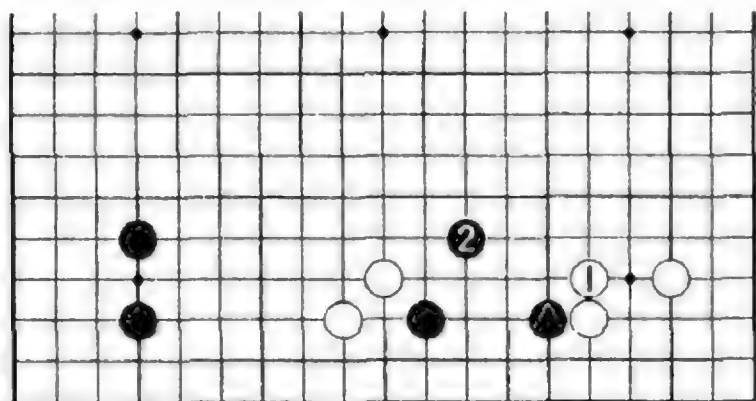
White can answer at 'a' or 'b' or 'c'. We will examine two of these answers in detail.



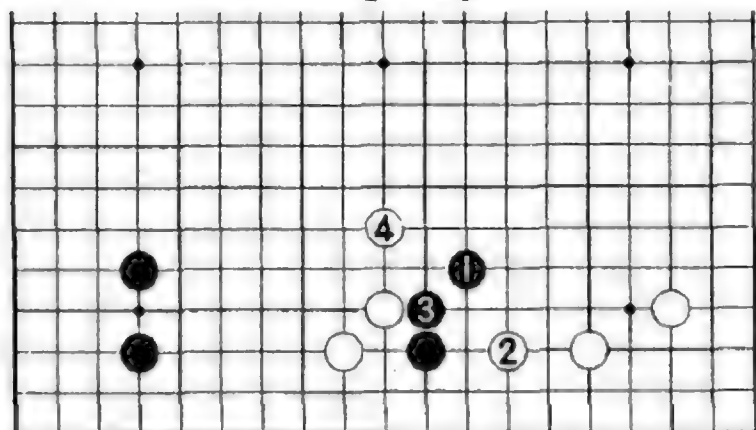
Dia. 18: using the opponent's momentum

Dia. 19. The aim of White 1 is to give Black no help in settling himself. In this sense, it could be called the calmest answer. Black

should continue with the knight's move of 2. The result is that the marked black stone has become a forcing move that gives added resiliency to Black's shape.



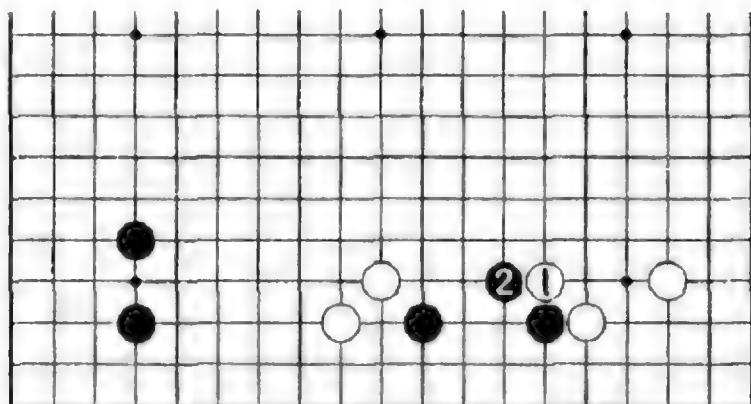
Dia. 19: peaceful



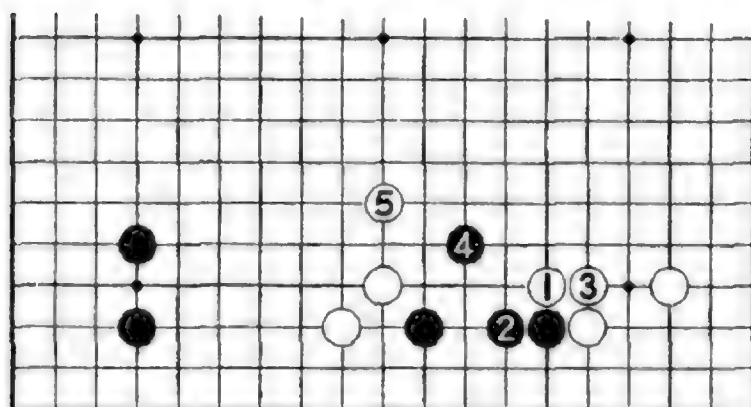
Dia. 20: the value of the forcing move.

Dia. 20. Compare the result when Black plays 1 immediately. White develops a nice attack with the 2-4 combination. The virtue of the forcing move (1 in Dia. 18) is that it forestalls this combination.

Dia. 21. As far as shape goes, White 1 is the strongest answer. Black answers tenaciously with a two-step hane.



Dia. 21: strongest moves for both

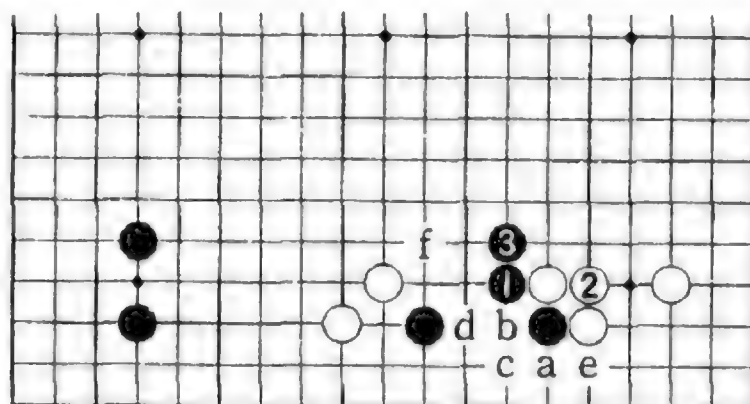


Dia. 22: peaceful

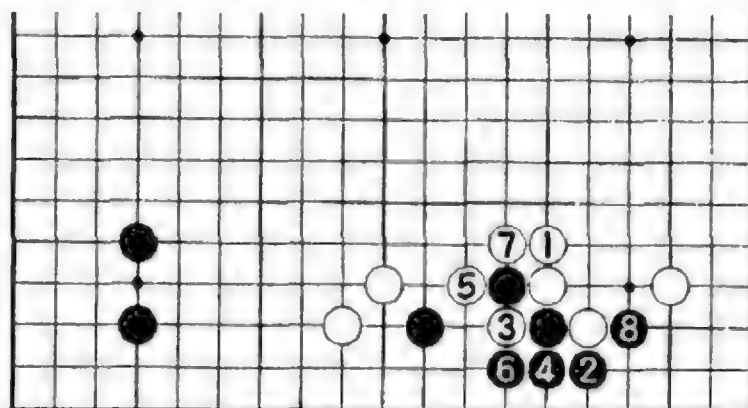
Dia. 22. Drawing back at 2 is the peaceful answer to 1. It is an excellent move in its own

right. The idea is to move out with 4 after White connects at 3. White will seek to continue his attack with 5.

Dia. 23. To continue from Dia. 21, if White connects at 2, Black should extend solidly at 3. Black's stones are certainly working harder than in Dia. 22. Next, Black 'a' will make excellent shape; if White cuts at 'b', Black makes shape with 'a', White 'c', Black 'd', White 'e', Black 'f'.



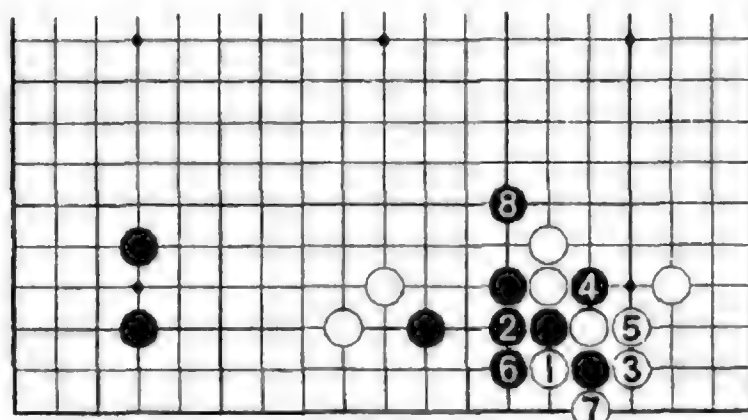
Dia. 23: maximum effectiveness



Dia. 24: destroying territory

Dia. 24. If White extends at 1, then the two-step hane of 2 works perfectly. If White captures a stone with 3 and 5, Black lays waste to his territory. In most positions, this will be a painful result for White. Instead of 3 —

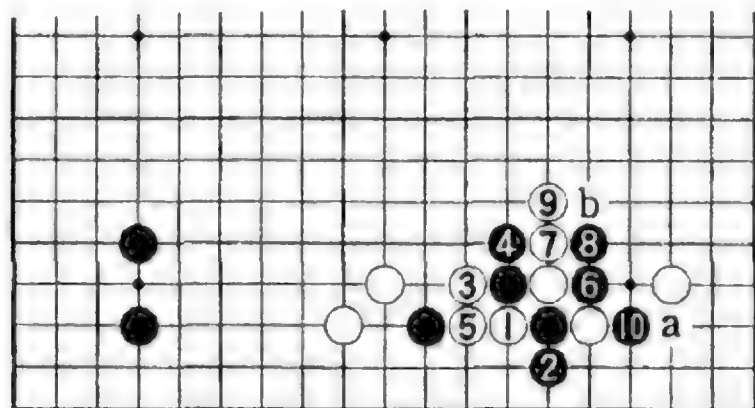
Dia. 25. If White decides to capture the other stone, Black forces with 4, then blocks at 6. He then makes stylish shape with 8, which exploits the presence of 4. This is an ideal *sabaki* for Black.



Dia. 25: ideal shape

Dia. 26 (next page). White 1 and 3 are the most violent counterattack, but this gives Black

the cut of 6, so he can destroy White's corner territory. If next White 'a', Black 'b', and vice versa. In most positions, this would have to be called a favourable result for Black.

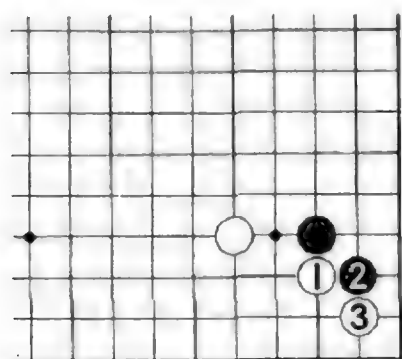


Dia. 26: a violent counterattack

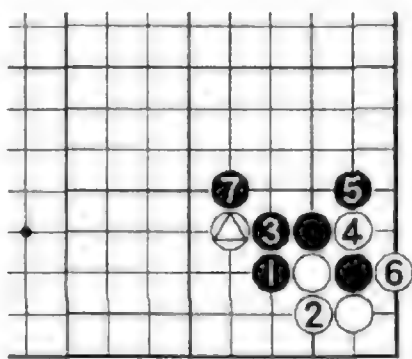
Dodging the opponent's attack

Maintaining the link between your stones is one of the top priorities in go, but sometimes dodging the opponent's attack is more important.

Dia. 27. We have been emphasizing the effectiveness of the two-step hane, but playing it in a position like this is not recommended. The reason?



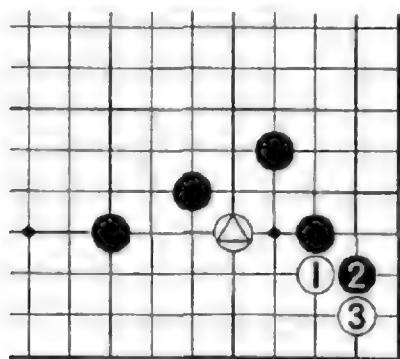
Dia. 27: unnecessary



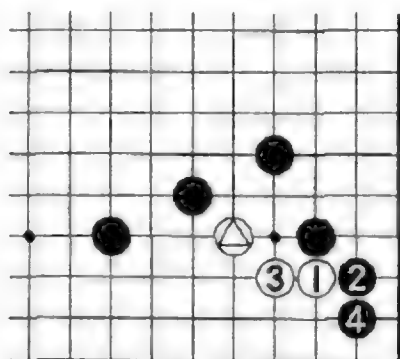
Dia. 28: good for Black

Dia. 28. Black cuts off the marked stone with 1 and 3. White may live in the corner, but up to 7 Black builds superior outside thickness.

Dia. 29. This position is different: White 3 is now an excellent move. The big difference from Dia. 27 is that the marked white stone is enclosed by black stones, so it will be very hard for White to make it live.



Dia. 29: appropriate

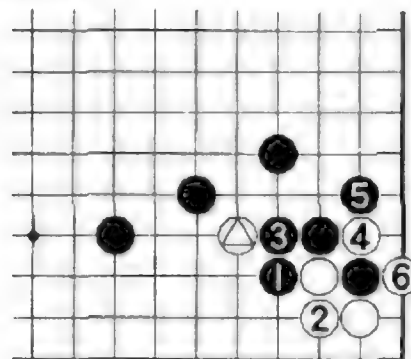


Dia. 30: risky

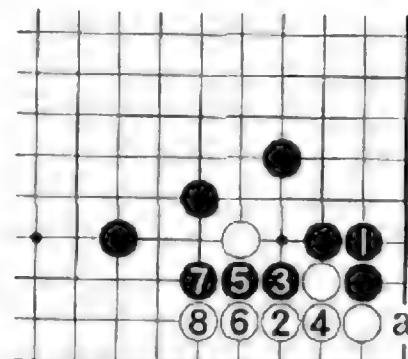
Dia. 30. If White wants to hang on to the

marked stone, he may pull back at 3, but he will have a hard time living after Black descends at 4. White 3 is too slow when you have to live quickly inside the opponent's sphere of influence.

Dia. 31. If Black is kind enough to play the same sequence as in Dia. 28, his gain is negligible: his outside thickness is not increased. White will be quite happy to give up the marked stone if in exchange he can live in the corner.



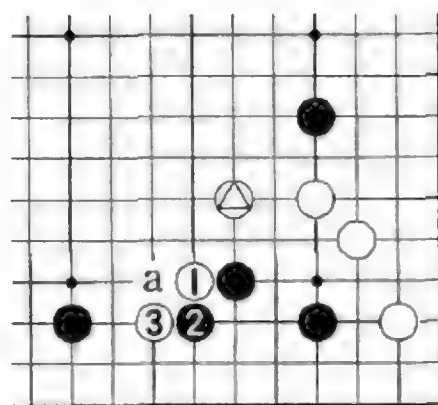
Dia. 31: good for White



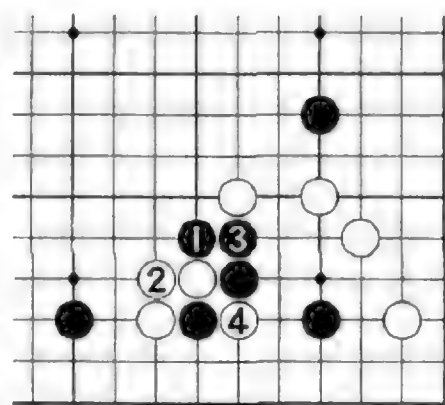
Dia. 32: alive

Dia. 32. If Black simply connects at 1, White makes the diagonal connection of 2. If Black 3, White crawls along the edge. After 8, White can live by descending to 'a', so Black can't hope to kill him.

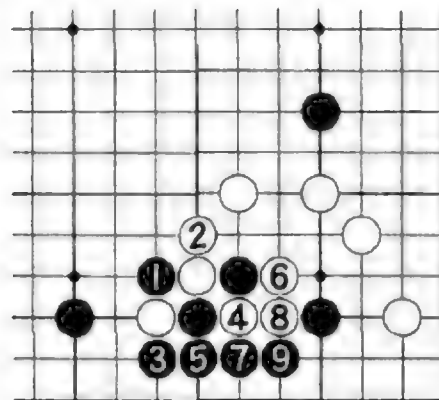
Dia. 33. This position comes up in the two-space high-pincer joseki. When White jumps out (the marked stone), Black has to defend at 'a' to make proper shape. If he neglects to, White has the severe follow-up measure of 1 and 3.



Dia. 33: severe



Dia. 34: wounded



Dia. 35: a low position

Dia. 34. Black can split White into two with 1 and 3, but when White cuts at 4 Black seems

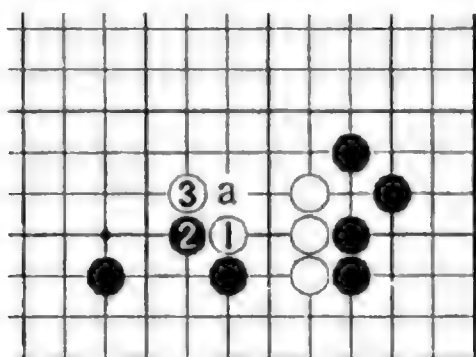
to be the more badly wounded.

Dia. 35. Black 1 and 3 are a more peaceful answer, but White captures a stone in sente with 4 to 8 while flattening out Black's position. White succeeds in building useful thickness.

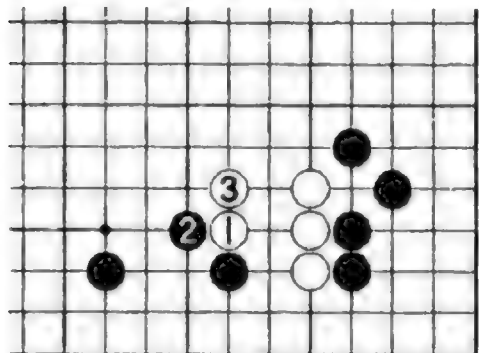
Sacrificing to parry an attack

When a group of stones looks like coming under attack, it is important to make a light shape and to flee from the danger. The two-step hane is often used as a sacrificial technique to accomplish these objectives.

Dia. 36. The usual way to look after the three white stones here is to jump out to 'a', but in positions in which White feels that 'a' is too slow, he can resort to the 1-3 combination.



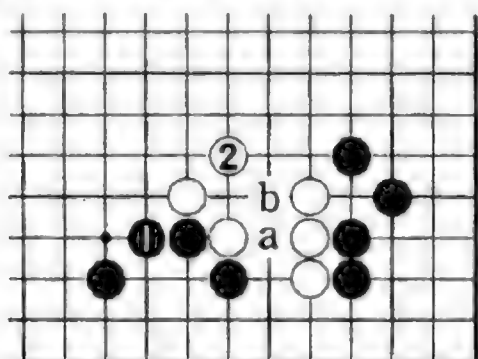
Dia. 36: playing lightly



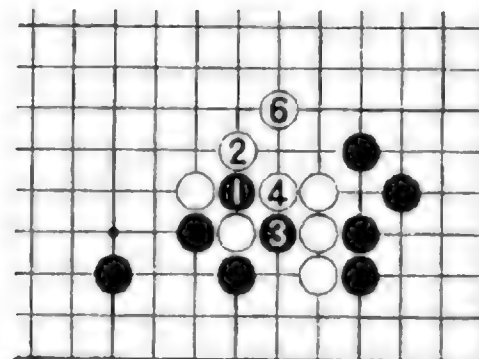
Dia. 37: leaden-footed

Dia. 37. White 1 and 3 are solid moves, but they move out too slowly. If White is going to play 3, he might as well omit the 1-2 exchange.

Dia. 38. Continuing from Dia. 36, if Black draws back at 1, White 2 makes a flexible, resilient shape. If Black 'a', White 'b'.



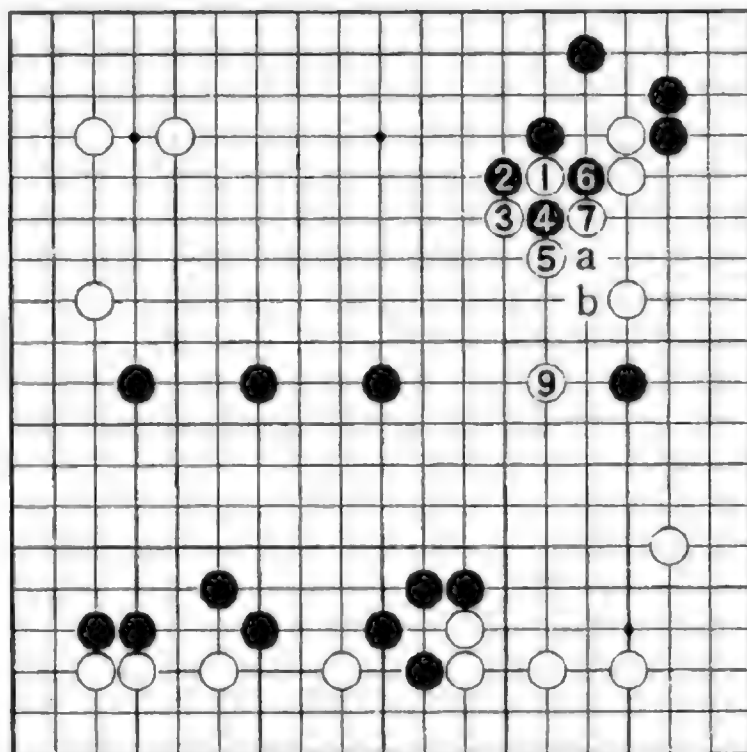
Dia. 38: flexible



Dia. 39: moving out quickly
5: connects

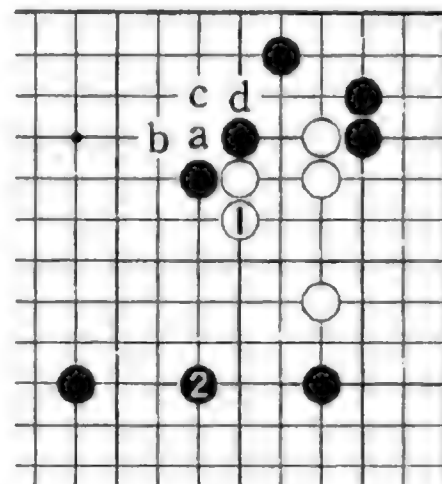
Dia. 39. If Black cuts at 1, countering with another atari is the key move. White sacrifices a stone and comes round the outside, making excellent shape with 2 to 6. Connecting at 3 instead of 2 would make bad shape and give Black a good move at 2.

Dia. 40. Here is an example of this technique from a game. White 1 and 3 are good, light moves. White answers the cut of 4 by making stylish shape with 5 and 7. After Black connects with 8, White switches to a counterattack with 9. If Black later ataris at 'a', White will again counter-atari on the outside, at 'b'.



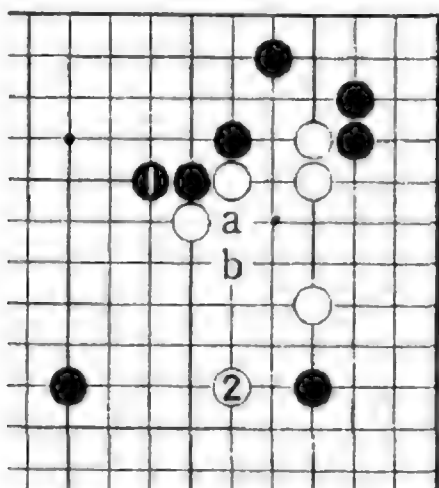
Dia. 40: preparing to counterattack
8: connects

Dia. 41. If White extends at 1, he gets a heavy shape. Black will reinforce at 2, so White will find himself forced on the defensive. Cutting at 'a' can't be recommended: Black resists with 'b', White 'c', Black 'd'. The



Dia. 41: heavy

development in this diagram is quite a contrast to that in Dia. 40, where White keeps a firm grip on the initiative.



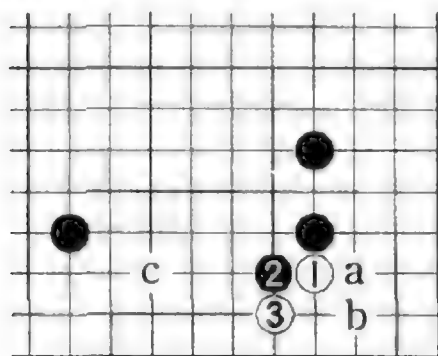
Dia. 42: same strategy

Dia. 42. If Black pulls back at 1, White still makes the aggressive cap at 2. If Black later cuts at 'a', White of course ataris at 'b'. This is a good example of 'leaning' on stones as a diversionary attack.

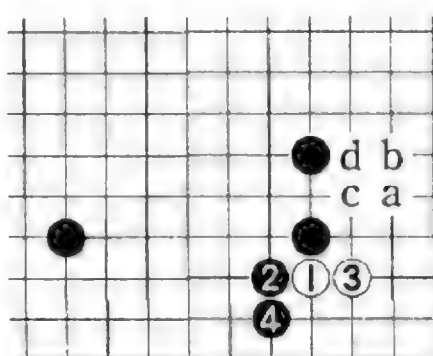
Destroying moyos

Finally, I would like to look at the role of the two-step hane in laying waste to moyos from the inside. It's very useful for making single-handed attacks when there are no allies in the neighbourhood — so long as you react flexibly to what the opponent does.

Dia. 43. The two-step hane is very useful for attacking a moyo based on a one-space enclosure from a star-point stone. The key to getting a satisfactory result is to counter-hane at 3 when Black hanes at 2. If instead Black plays 2 at 'a', White plays 2, Black 'b', White 'c'.



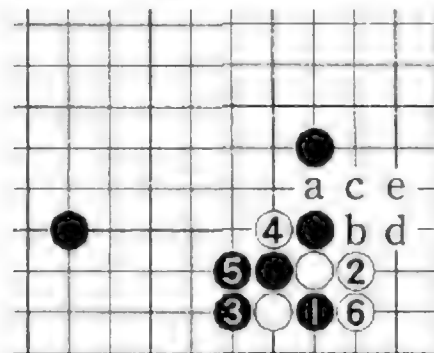
Dia. 43: tesuji



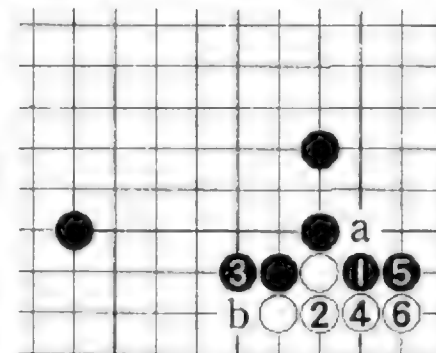
Dia. 44: cramped

Dia. 44. White 3 is a little heavy: White finds himself cramped for living space when Black descends at 4. White can get a living shape with 'a', Black 'b', White 'c', Black 'd', but at the cost of making Black extremely thick on the outside.

Dia. 45. If Black counters by capturing a stone with 1 and 3, White is not troubled. After 4 and 6, he aims at capturing with White 'a' through 'e'. Black 1 and 3 are overplays.



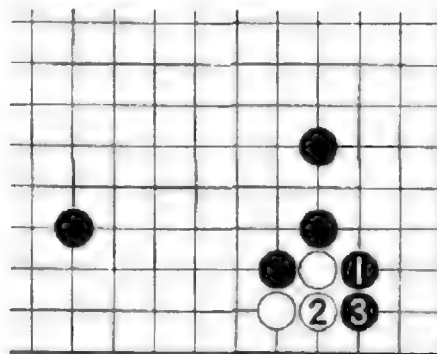
Dia. 45: overplays



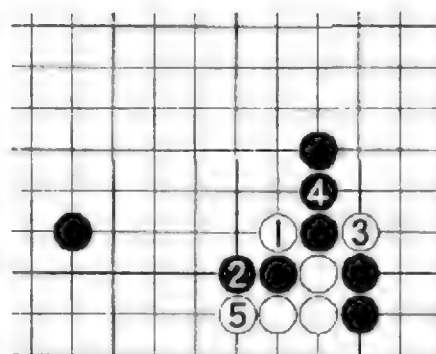
Dia. 46: easy life

Dia. 46. Black 1 and 3 are not frightening either. After 4 and 6, White can cut at 'a' or crawl at 'b', so his group lives.

Dia. 47. When invading, it is necessary to know how to counter Black's block at 3 in the corner.



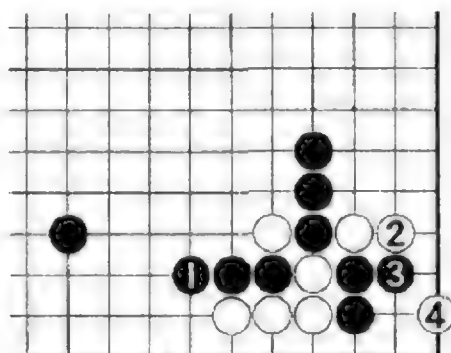
Dia. 47: difficult



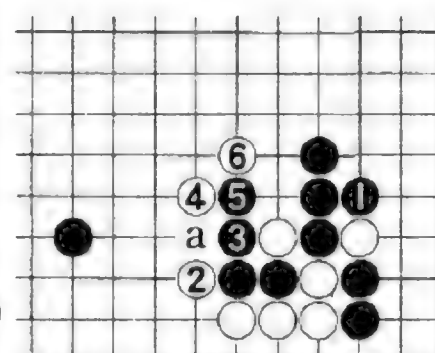
Dia. 48: the cut

Dia. 48. Making the cuts at 1 and 3 before crawling at 5 is a clever answer.

Dia. 49. If Black extends at 1, White captures the corner stones with 2 and 4. Black 1 is unreasonable.



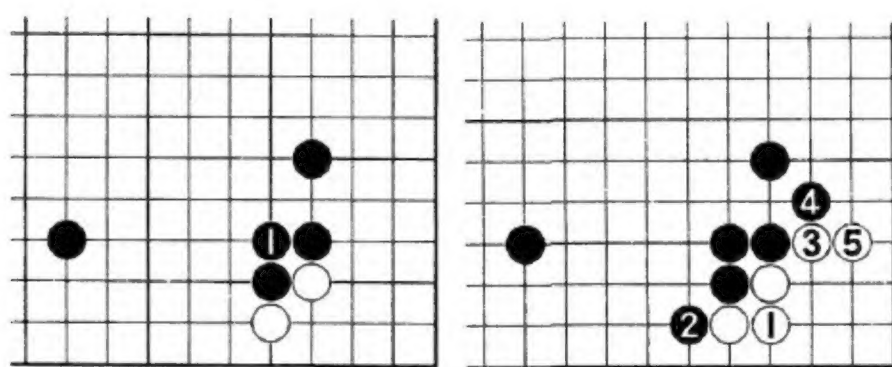
Dia. 49: unreasonable



Dia. 50: into the centre

Dia. 50. That means that Black has no choice but to capture with 1, allowing White to move out into the centre with 2 and 4. White 4 is a stylish move. Simply making an atari at 'a' instead would also accomplish White's aim of destroying the moyo.

Dia. 51. The proper move for Black is connecting at 1. It may seem slow, but it's surprisingly severe, as it gives White no help in settling his group.

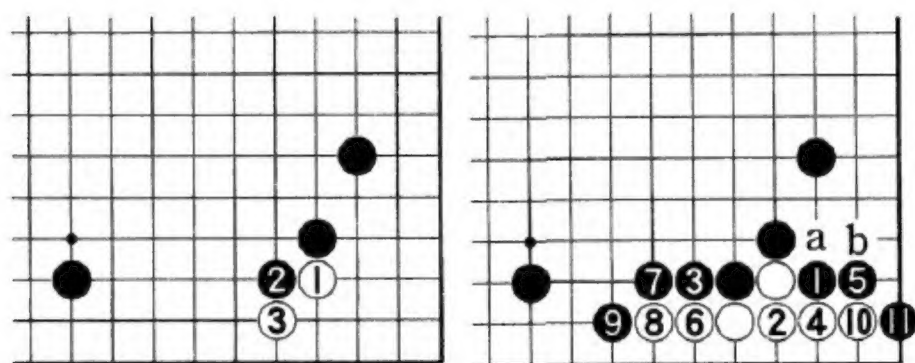


Dia. 51: the proper move

Dia. 52: standard

Dia. 52. When Black connects, White also usually connects at 1. If Black then blocks at 2, White plays 3 and 5. This is a standard sequence following White's two-step hane.

Dia. 53. When Black has the small-knight enclosure, the two-step hane is still a good strategy, but there is one thing White must watch out for.

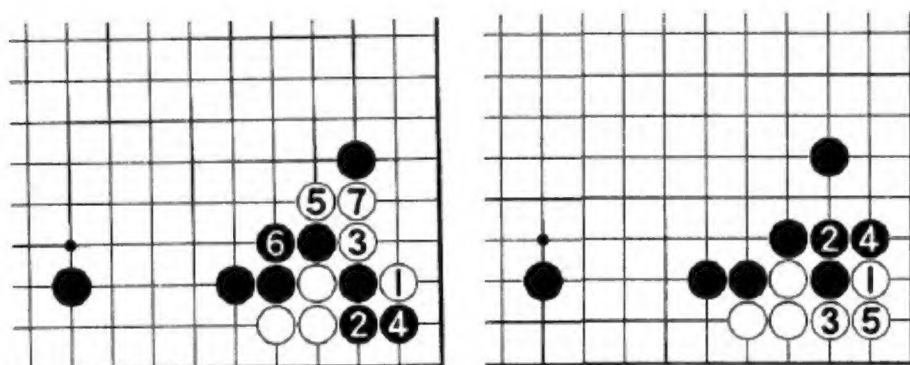


Dia. 53: caution required

Dia. 54: dead

Dia. 54. If Black attacks with 1 and 3, White can't live in the same way as with the one-space enclosure. After 10, the cut of White 'a' is refuted by Black 'b', so Black hanes at 11 and threatens to kill the whole white group. Instead of 4 —

Dia. 55. The clamp of 1 is a superb tesuji that gets White out of trouble. If Black 2, White cuts at 3 and is content with breaking through Black's position here. This is good enough.



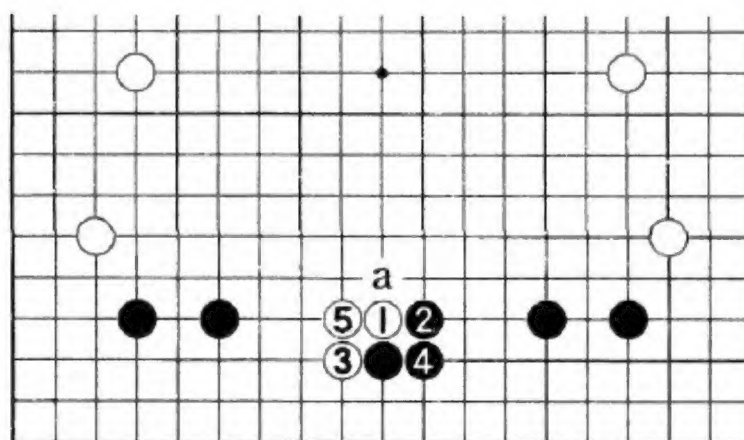
Dia. 55: tesuji

Dia. 56: alive

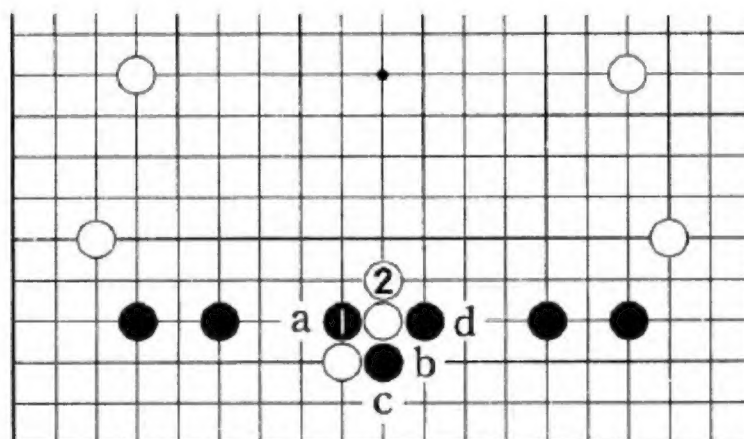
Dia. 56. If Black connects at 2, White lives safely with 3 and 5.

Dia. 57. White 'a' is a standard move for

reducing this kind of black moyo, but attaching at 1 is also a very interesting strategy. If Black 2, White makes a two-step hane at 3. Up to 5 White succeeds in splitting the black moyo into two.

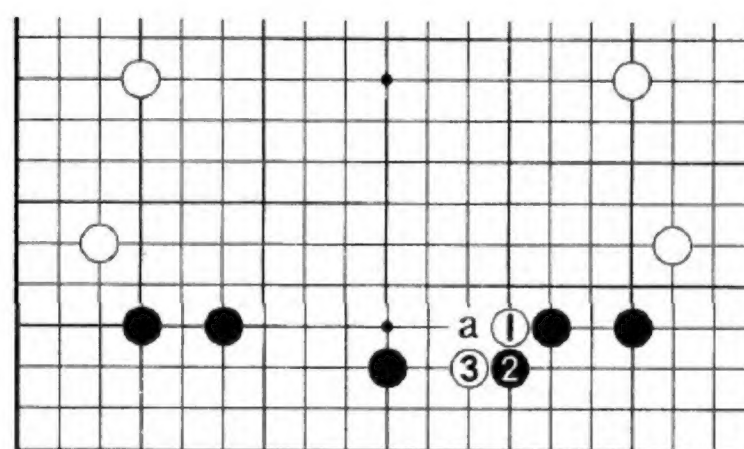


Dia. 57: attaching on top



Dia. 58: helping White

Dia. 58. If Black cuts at 1, White extends to 2, and Black finds that he has just made it easier for White to settle himself. White 'a' and White 'b'—Black 'c'—White 'd' are now miai.



Dia. 59: a standard move

Dia. 59. You've probably seen the 'belly contact play' of 1 quite often. If Black 2, White makes a two-step hane. We would like you to study the variations after Black 'a' for yourself. We hope that this article has given you enough ideas about how to handle the two-step hane to make your task easier.

(*Let's Go*, September 1985)

Go Topics, Go Trivia

This column makes a comeback after being squeezed out of the last couple of issues. Some of the news items on which we report are no longer topical, but we hope they are still of interest.

World simultaneous record set by Shirae, who plans to extend it in Paris

On 10 October, which was Physical Education Day, one of the public holidays on which Japanese are forced to stop working, Shirae Haruhiko 7-dan set a world record for go by playing 101 opponents simultaneously in front of the Matsuzakaya department store in the centre of the Ginza. Playing a round of moves entailed a 100-metre walk along the pavement. Since it would have taken too long for Shirae to finish off all the games, played on two- to nine-stone handicaps, by himself, 20 other professionals (including Michael Redmond) stepped in halfway through to help him finish them off. The simultaneous exhibition was actually held three times, so in a period of four hours 303 people got to play Shirae (and his assistants). The aim was to get publicity for go and to break a record of 100 simultaneous games set by a shogi professional.

We don't have full details yet, but word is that Shirae plans to break his own record by taking on 102 opponents simultaneously in Paris in July.

Cho Chikun Teaches Inseis

Cho Chikun Honinbo received his go training in Japan and now he is 'paying his debt' by teaching the new generation of apprentice professionals at the Nihon Ki-in. When Cho's daughter became a live-in disciple at the Nihon Ki-in Training Centre in Makuhari in Chiba City, Cho decided this was no reason to stop teaching her personally. He teaches all the inseis three days a week, five hours a time, and plans to continue doing so for at least a couple of years. This is an unprecedented commitment of time and effort for a top professional, let alone a title-holder. The core of his classes is reviewing games played by the inseis.

Cho made an interesting comment to a reporter from *Go Weekly*: 'I am glad to see go

expanding throughout the world. However, I think that Japan must always be the centre. But recently Japan's position has begun to be threatened . . . It was because Japan was the centre that I came to Japan myself. I hope to see a new crop of future champions emerge.' For the sake of Cho's popularity in his mother country, we hope this interview was not translated into Korean.

Cho's classes started in September last year and are only interrupted when he has to travel outside Tokyo for a title game. Benefiting from his instruction are three overseas students at the training centre: Troy Anderson from California, Farid Ben-Malek from France, and Norman Chadwick from Canada.

The 1991 International Computer Go Championship

This tournament, sponsored jointly by the Ing Chang-Ki Wei-ch'i Educational Foundation and The Acer Group, will be held in November this year. In addition to the prize for first place of US\$8,000, the winning program will be given the chance to win NT\$40,000,000 for its designer if it can beat a human player appointed by the Foundation in a no-handicap game (this offer is good until the year 2000). Some details:

A. Program Qualification Tournament: 1 August 1991.

B. Final: 11, 12 November 1991.

Entry: for entry forms and more details contact:

Market Promotion Division
Acer Inc.
347 Chung Feng Road
Lungtan, Taoyuan 32514
Taiwan, R.O.C.

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Registration period: 1 June through 15 July 1991. Note that programs must play according to the SST Laws of Go.

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